DOUBLE EXPOSURE

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CONTENTS

DISCOVERIES: A Prologue 4
INTRODUCTION 7
- **Gamemastering Notes** 7
  - Making Success Tests 7
  - Success Tables 7
- **How to Use This Book** 7
- **Plot Synopsis** 8
- **Running the Adventure** 10
  - Timeline 10

THE ADVENTURE
- **Digging Their Own Graves** 11
- **Six Feet Under** 13
- **The Worst Kind of Mail** 15
- **The Big Interview** 18
- **A Glimmer of Hope** 21
- **Hope Relief Camp** 23
- **New Dawn Environics** 33
- **Faith Relief Camp** 38
- **Into the Hive** 43

PICKING UP THE PIECES 45
- **After the Adventure** 45
  - Getting at the Paydata 45
  - Don't Forget the Vid 45
  - Beyond Hope 45
  - Dealing with the Bugs 46
- **Awarding Karma** 46
  - Team Karma 46
  - Individual Karma 46

GAMEMASTER INFORMATION 47
- **Running Bugs** 47
  - Here Comes the Queen 47
  - Summoning Insect Spirits 47
  - True-Form Insect Spirits 48
  - Flesh-Form Insect Spirits 48
  - Special Powers 49
- **Weapon Detection** 50
  - Automatic Systems 50
  - Manual Detection 50
  - Chemical Detection Systems 50
- **Awareness Point Rules** 51

LEGWORK 53
- **Electronic Legwork** 53
  - Shadowland 54
- **Special Agent Simon Juárez** 54
- **Project Hope** 55
- **Hope Relief Camp** 55
- **New Dawn Environics** 55

CAST OF SHADOWS 56
- **Special Agent Simon Juárez** 56
- **Jonathan Tung** 57
- **Hive Queen** 58

PLAYER HANDOUTS 59

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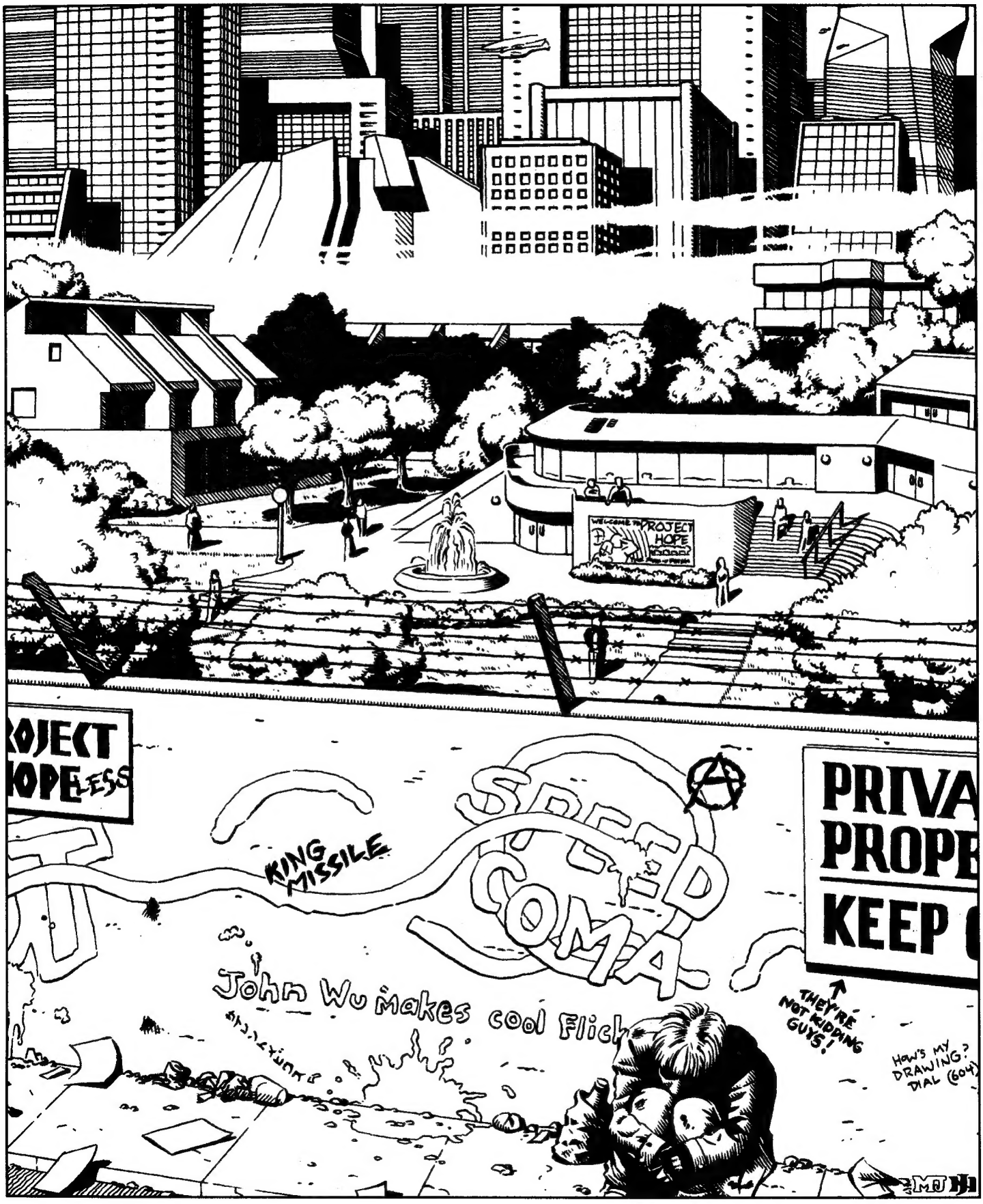
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KING MISSILE
SPEED COMA
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THEY'RE NOT KIDDING GUYS!
HOW'S MY DRAWING? DIAL (604)

DISCOVERIES: A Prologue

Leaning on his dented shovel, Clint Ranger—*Special Agent* Clint Ranger—arched his back. With a pop, his overworked muscles slid his vertebrae back where they belonged, all the while complaining about the torture he was putting his body through. Even though a thick layer of fog, pollution, and who knows what else shrouded the sun, Clint still felt as if it was beaming all its energy directly at him. The unusual humidity—unusual for the west coast, anyway—didn't help any. Clint hated heat, and hated working hard in the heat even more.

"I want you to investigate an organization called Project Hope for possible links to Renraku Computer Systems," Clint's director had told him less than two months ago. "We need to know why this particular corp has been shoveling vast amounts of nuyen into Project Hope, and why nothing ever seems to come out. Get inside one of their Barrens relief camps and dig for information."

Clint was digging, all right. He made a mental note to thank the director for this lovely assignment.

Clint considered himself a better-than-average government agent, and the ease with which he'd disguised himself as just another vagrant slumming in the Barrens helped to reaffirm this opinion. The young lady at Project Hope's Seattle enrollment office had accepted his story easily and recommended his admission to the Hope Relief Camp. In a practiced speech that failed to diminish her honest enthusiasm, the woman had described Project Hope's purpose in creating these camps in the blighted Barrens. Listening to her, Clint had realized that she really believed this drek. She really believed that the Project could bring life and civilization back to the slums of Glow City. Within a decade, she explained, the Barrens would become a beautiful place, filled with vibrant greenery, clean streets, and cared-for neighborhoods. No longer a place one struggled to escape from, the revitalized Barrens would become a place to move *to*, a place to raise a family and join in the love of Project Hope. What a load of drek.

Jammed in a bus with his "associates"—a repulsive assortment of homeless guttertrash looking for a free lunch—Clint traveled from downtown Seattle to the relief camp. Within an hour, he'd grown used to the sour stench of urine, garbage, and spirits know what else stinking up the bus. Used to it, but not appreciative.

His director had briefed him on the basic layout of the camp, but Clint was completely unprepared for the sight that greeted him when he stepped off the bus. Frag, they were actually *doing* it! Apple orchards, long-buried under tons of ash from Mount St. Helens, had been replanted. He had no idea where Project Hope had gotten the rich, fertile earth or the clean water, but the trees were growing. Some of them had even begun to bear fruit. Many of the nondescript, two-story buildings, so common in this part of Seattle, had been extensively renovated, painted, and in some cases even rebuilt from the ground up. And all of this work had been done by Seattle's ever-growing homeless population, shuttled to the camp by Project Hope.

Within an hour, all the occupants of the bus had been processed, given new clothes and haircuts, and scoured of their insect friends. (Clint chided himself for carelessness when he realized that he alone had no parasite population thriving on his body. The little details could make all the difference on an undercover assignment.) His first shower in more than ten days had seemed like heaven. With a shudder, he noted that some of his campmates probably hadn't had one in as many months.

Camp personnel took the new group of workers, of which Clint had become a part, to a nearby building for a talk. "Talk" was a bad word for it; "seminar" or "lecture" made a more accurate description. Once they had all sat down, a man—official, by the look of him—walked to the front of the room and began to speak.

"My new friends, welcome to the Hope Relief Camp," the man said. "My name is Jonathan Tung, and I will see to your welfare. During your stay here, you will be given more than

just the bare necessities of survival. Three nourishing meals a day and shelter over your head may keep you from dying, but they hardly constitute the requirements for meaningful human life. Here at the Hope Relief Camp you will have a chance to feel wanted, a chance to understand that you are a valuable member of a community that loves you and wants only the best for you. You will be educated in whatever field you wish by our skilled instructors. You will be given some things that I fear many of you have forgotten, if indeed you ever knew them: a loving community and hope for a bright future."

Charismatic fellow, this Tung; his speech, full of lofty aspirations and inspirations, sent an involuntary shiver of excitement up Clint's spine. Ten years of working for the government, however, had left him an extremely cynical man. In his book, *nobody* wanted to help just for the sake of helping—nobody old enough to have left kindergarten, at least. There had to be something more to this place, and Clint meant to find out what.

For the next four weeks, Clint worked like a slave. He ached in places he had never realized muscles existed; thick calluses soon replaced the multitude of blisters that had nearly crippled his hands; his skin turned a dark brown after experimenting with some segments of the color spectrum closer to scarlet. Throughout his ordeal, however, Clint found he had to admit that Project Hope seemed to be making a genuine difference. He and his fellow workers really were starting to make this part of Seattle worth living in again. When he ate a meal he'd grown himself or slept on a bed he'd built or sat in the shade of a porch he'd constructed, Clint felt a sense of accomplishment. And he wasn't alone. The hard work seemed to do wonders for the self-esteem of the other camp residents.

Clint would have found it all too easy to grow lax in these surroundings, to forget about the job and superiors and stress. But forgetting wasn't Clint Ranger's way. Though he sometimes found it difficult, he kept his mind on the questions, the minor puzzles that kept catching his attention.

Where did all the water and arable soil come from, for one? Every morning, a huge tanker filled with water arrived to refill the camp's storage tanks. Dump trucks dropped off loads of earth at random intervals. Where did these loads come from, and who paid for shipping them into such a dangerous part of Seattle? Clint understood enough about security to know, maybe even better than the project managers, how much that had to cost.

And why had no one taken any of his records? No one had asked for his name, or his SIN, or anything else. The woman at Project Hope's Seattle office had merely asked him a few questions about his background, then sent him off to the relief camp. Unfortunately, a third peculiarity Clint had noticed about the camp suggested a disquieting answer to that question.

Nobody remained at Hope for longer than four weeks. From what Clint had learned, Project Hope operated ten of these camps and shuffled workers back and forth from one to the others. Project Hope kept no records; what with all the transfers from camp to camp, it seemed mighty simple to "lose" people in transit.

Within a month, Clint got transferred to the Tranquility Relief Camp. The surroundings and the work remained the same as in Hope camp. Clint imagined ten or so spots of green dotting the urban decay of the Barrens, all interchangeable and anonymous.

In three weeks of hard labor at Tranquility, Clint had yet to dig up any concrete evidence regarding Renraku's involvement in the camp, or in Project Hope as a whole. Twice already he'd slipped into the records office and done a little midnight decking on the project's terminal. Each time, the data showed only a legitimate charity operation, backed by literally thousands of corporate and individual philanthropists. He found one reference to Renraku, a donation of 10,000 nuyen to Project Hope. Hardly the "massive amounts of nuyen" his director had described—and smaller than many donations by private individuals, for frag's sake. Other than the brown clumps on his shovel, there seemed to be no drek to dig up on corporate involvement in Project Hope.

Then one morning, the drek found him.

They woke him roughly, slipping metal cuffs over his wrists before he had a chance to struggle and holding a cloth seeped in some noxious liquid over his mouth and nose. Narcoform, probably; under normal circumstances, the stuff would have knocked him out flat in seconds. Lucky for him, these goons knew nothing about Clint's bodmods, like the augmentations in his lungs. His chest burned and tingled as the implanted cyberware filtered the narcoform molecules from the air. He let his body go totally limp—head lolling, mouth hanging slightly open. With his chrome, he could take out the people trying to snatch him. But what could he learn that way? Better to play dead and observe. He could always escape later.

After a short drive—exactly 9 minutes and 18.17 seconds, according to his internal chronometer—the kidnappers' van came to a stop. One of the goons—a troll, Clint guessed, by the size and strength—heaved Clint's limp body over his shoulder and carried him a short distance through a set of pneumatic doors and down what sounded like an empty corridor. The troll stopped briefly at one point, when asked to show identification. Farther down the corridor, they passed through what Clint could only describe as a magical, protective barrier. The troll grunted his acknowledgment to another security guard when Clint's body passed through the barrier without any problem. Clint knew that if he had been carrying even the smallest magical focus or fetish, the barrier would have stopped him cold. Fortunately, he had protection of a more material nature.

The troll carried Clint into a small, hard-walled room and heaved him up onto a square metal table with a grunt. Before the agent could react, someone strapped his arms and legs to the table with thick plastiform straps. For the first time since the snatch, Clint opened his eyes a crack.

He lay in a small, windowless, well-lit room, not much larger than five meters across. An array of strange, medical-looking equipment, both magical and mundane, surrounded the table. An operating room. He had to do something. Get out. Anything.

The troll at the doorway was the only guard. *I can take him*, Clint told himself. But he had to do it now, before any of the troll's friends joined the party. Without turning his head, Clint looked at the strap restraining his right arm. Simple plastiform, it looked like—more than enough to resist the strongest unmodified muscles. Not a problem for Clint.

With a grunt, Clint threw his weight and all the strength of his augmented muscles against the restraints, expecting to hear the sharp pop as the plastiform fibers parted under the strain. The restraints held, didn't even stretch a millimeter. Silently, Clint cursed. *Reinforced.*

The troll's head snapped around. No more element of surprise. Clint thrashed wildly, adrenaline pouring even more strength into his struggles. Still the restraints held. The troll smiled.

Clint heard footsteps approaching from the corridor outside. The door opened, and a man and a woman in white lab coats stepped into the room. With a brusque nod of approval to the troll, the woman walked over to Clint's table, watching his thrashing incuriously. The man glanced briefly at an electronic notepad the troll had handed him.

"What's going on? Who are you?" Clint's screams echoed from the hard walls and tiled floor.

Nobody paid the slightest attention. "Hmmm," the man mused. "Elective cybernetic replacement of the left eye, respiratory system, and right arm. Cybernetic enhancement of the left arm and both legs. We're going to want to salvage those for resale before we begin." As an afterthought he added, "Oh, and could you shut him up?"

"I've got a request for a modified BTL chip with full sensory output, no damping. We could go with that, or we could try the RADOC cybernetic modification," the woman said as she fumbled around in a drawer and pulled out a hypospray. "It's still in the alpha-test stage and could definitely use a few more trial runs."

Clint heard a soft whimper. It took him a moment to realize the sound had come from his own throat. With redoubled force, he threw himself against the restraints. The reinforced plastiform was slick with sweat and blood.

"Let's do the BTL chip. He already has a chip slot, which makes our lives easier," the man replied after a moment. He took the hypospray from the woman, placed the cold nozzle against Clint's arm, and pulled the trigger.

With a slight sting, Clint felt the liquid enter his arm. His internal processor screamed at him that a dangerous, foreign substance had invaded his body.

As the drug took effect, the world began to spin. Clint slid swiftly into oblivion.

INTRODUCTION

Double Exposure is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2055. Advances in technology are astonishing, with humans able to merge with computers and travel through that electronic netherworld known as the Matrix. Magic has returned to the world, and elves, dragons, dwarfs, orks, and trolls have assumed their true forms. Megacorporations rather than superpowers rule much of the world. North America has been Balkanized into several sovereign states, many occupied predominantly by Native Americans. Moving among it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This adventure takes place in the shadows and back alleys of Seattle's urban sprawl. The vast sprawl includes the original city of Seattle and the surrounding 1,600 square miles on the eastern shore of Puget Sound. Yet this vast megaplex is but an enclave set amid even larger states ruled by Native Americans and other sovereign states of metahumans and Awakened beings.

GAMEMASTERING NOTES

The story in **Double Exposure** is based on a specific timeline. Certain events will happen at certain times; unless the players take action to stop or influence these events, their characters become little more than spectators. Unlike most **Shadowrun** adventures, only the beginning of **Double Exposure** is predetermined. Depending on the players' choices, the adventure can end in several different ways.

Double Exposure is recommended for six players, but can work with as few as four players or as many as eight. The shadowrunning team should contain an equal mix of cybernetically and magically inclined characters, including at least one mage and one character with a reasonable level of Computer Skill (though not necessarily a full-fledged decker). To run **Double Exposure**, the gamemaster needs a thorough familiarity with the contents of this book, and both gamemaster and players should be familiar with the basic **Shadowrun** rules. Except for the sections labeled **Player Handouts**, everything in this book is for the gamemaster's eyes only.

MAKING SUCCESS TESTS

During the course of **Double Exposure**, the runners will be required to make a number of Success Tests using a skill and a target number. These Success Tests are indicated by the name of the appropriate skill, followed by the target number in parentheses. For example, a Stealth (4) Test refers to a Stealth Success Test against a Target Number of 4.

SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive. Each success table lists different information obtained for different numbers of die roll successes. Unless otherwise noted, rolling a high number of successes always reveals the information for the lower numbers of successes as well. For example, a player who rolls 3 successes would learn the information for 3 successes as well as the information for both 1 and 2 successes.

HOW TO USE THIS BOOK

Aside from the basic **Shadowrun, Second Edition (SRII)** rules, this book includes everything needed to run this adventure. **Sprawl Sites**, the **Seattle Sourcebook**, **The Grimoire, Second Edition (Grimoire II)**, **Virtual Realities**, **The Neo-Anarchist's Guide to Real Life (NA Real Life)**, and the **Street Samurai Catalog** sourcebooks may also prove useful. To fully understand the mentality of the Hive Queen and her insect minions, gamemasters might wish to read the previously published adventures **Queen Euphoria** and/or **Missing Blood** (in **The Universal Brotherhood**).

Before beginning the game, the gamemaster should read through the entire adventure to familiarize himself with the story line. Several important plot developments do not unfold until well into the adventure, and the gamemaster must lay the groundwork for these events much earlier in the story. The gamemaster should also examine the maps, plans, and diagrams found throughout **Double Exposure**, especially the floor plans of the various buildings.

The following **Plot Synopsis** summarizes the story background and the most probable course of the adventure.

The adventure begins with **Digging Their Own Graves** and **Six Feet Under**, two apparently unrelated mini-adventures that provide the means for dragging the runners into the adventure against their will. The remaining encounters deal directly with the difficult, dangerous shadowrun at the heart of **Double Exposure**.

Each encounter begins with **Tell It To Them Straight**, a section that the gamemaster reads aloud or paraphrases for the players. **Tell It To Them Straight** describes the player characters' surroundings and what is happening to them as though the players were actually there. This section also includes any important NPC dialogue. Special instructions to the gamemaster are listed in **boldface** type.

The next section is called **Hooks**. It offers the gamemaster hints and tips on how to present the encounter, including emotions to convey, sounds, images, and even special props to use.

The information varies in form and content from scene to scene, ranging from general themes to specific images and emotions.

Next comes the section entitled **Behind the Scenes.** The real story exists here, and only the gamemaster knows everything that is really going on at any given point in the adventure. This section describes the intentions of the major NPCs and presents extra information that the players can find if they do a little digging for clues. If the players or gamemaster needs a map to play this encounter, it appears here. Minor, non-player character game statistics also appear here, as well as suggestions for running each particular encounter.

The final section, **Debugging**, offers suggestions to the gamemaster for getting the game back on track if the players go too far wrong. The gamemaster should feel free to come up with his or her own solutions to problems, or to disregard these hints and let the chips fall where they may.

Several sections in the back of the book provide valuable information for the gamemaster. The **Gamemaster Information** section includes reprinted and slightly modified rules for running insect NPCs and dealing with weapon detectors, from **Grimoire II** and **NA Real Life** respectively. The **Legwork** section contains information about people, places, and events that the player characters can obtain through their contacts or through public data networks. **Cast of Shadows** describes all the major NPCs and lists their game statistics. **Picking Up the Pieces** lists the Karma Awards the player characters receive for successfully completing the adventure, and sums up any major changes in their lives as a result of their involvement in the adventure. Finally, **Player Handouts** includes different newsnet items for the players, depending on the outcome of the adventure.

PLOT SYNOPSIS

The recently formed organization known as **Project Hope** has embarked on the seemingly impossible task of restoring life and prosperity to the **Glow City** region of the **Redmond Barrens**. To achieve its noble goal, Project Hope uses the resources of a community largely ignored by society: Seattle's teeming homeless population. Through a well-orchestrated procedure, the homeless and destitute can apply at the Project's downtown Seattle office for admission to one of Project Hope's ten relief camps. For those down on their luck, the lure of free food and shelter and the chance to join a prospering new community far outweigh the hard work demanded of them and the risks of living in the Glow City neighborhood.

Of course, nothing is as it seems. Behind Project Hope's benevolent community-work camps and free medical services lies a deception of nightmarish proportions involving **Renraku Computer Systems**, the **Universal Brotherhood**, and a powerful **Ant Queen**.

In the hope of closing the research and development gap between it and its competitors, Renraku Computer Systems has begun several biotech projects that require a large number of experimental subjects. To ensure a steady supply of "volunteers," the corporation is funneling large amounts of credit into Project Hope, paying it to perform these experiments on easily forgotten homeless people and keep records of the results. Project Hope doctors in corp pay are testing everything from new BTL chips to prototype bioware on less-than-willing recipients.

Unknown to Renraku, Project Hope belongs to the sinister Universal Brotherhood through a bewildering network of subsidiary and shell corporations. At the behest of the Ant Queen, the Brotherhood is channeling much of Renraku's money away from biotech experiments and using it to fund the creation of more insect spirits. (Cocoons and larvae must be cared for, after all, and that kind of care for the number of "subjects" involved costs big cred.) Without its knowledge, Renraku is almost single-handedly supporting a thriving population of insect spirits in Seattle.

The **UCAS Federal Bureau of Investigation** (UCAS FBI) has some inkling of Renraku's activities, and saw an opportunity to gain a tremendous amount of leverage against Renraku by threatening to reveal Renraku's methods of discovering its "ground-breaking new technologies" to a few choice competitors. Capitalism, the media, and general greed would then combine to damage, perhaps even to ruin, the megacorp. The Bureau sent **Special Agent Clint Ranger** to the relief camps to dig for information and confirm Renraku's nefarious activities; within two months, Clint Ranger disappeared.

Unwilling to admit defeat, the UCAS FBI passed the assignment on to **Special Agent Simon Juárez**, who devised a more subtle approach. Rather than put himself in danger, Juárez took steps to hire shadowrunners to perform the dangerous investigative work and inform him of anything they find. To keep the runners from taking their discoveries to the press or other corporations, Juárez plans to use an ancient and venerable technique—blackmail.

To collect the incriminating evidence he needs, Juárez has set up two fake shadowruns and engaged a fixer to hire the runners he has selected for the job. **Double Exposure** begins with these two runs. In the first, the runners are hired to hit an **Aztechnology**-owned research facility; in the second, to steal sensitive information from a courier for **DocWagon™**. Little do the runners realize that Juárez has carefully documented both runs with video cameras, collecting incontrovertible evidence of the shadowrunners' involvement.

Once Juárez has enough evidence for his blackmail scheme, he approaches the runners about the real job. He wants them to infiltrate one of Project Hope's relief camps and dig up any information they can find on Renraku's involvement within three weeks. If the runners balk, Juárez shows them the blackmail vids he created and suggests that they might interest DocWagon™ and Aztechnology. If the runners do precisely as he requests, Juárez agrees to hand over the original optical chips containing the surveillance data at the end of the "mission." Predictably, he has also arranged for the blackmail data to end up with Aztechnology and DocWagon™ if he happens to die under mysterious circumstances.

To save their own necks, the runners take the mission, hoping to blend in with the seedy underbelly of Seattle's homeless population and somehow convince the Project Hope counselors to send them to the **Hope Relief Camp**. Once in the camp, they must search for anything out of the ordinary—without arousing the suspicions of the various factions involved.

Most likely, the team will split up, with one group staying in the Hope Relief Camp and another going to the **Faith Relief Camp**. Those in the first camp discover only a few suspicious people hanging around, all of them agents hired by various institutions also attempting to determine what's going on. In the Faith camp, however, Renraku is performing its medical experiments. Worse yet, the Ant Queen has secretly set up her hive below Faith camp. Unless the runners are both cautious and extremely lucky, they may realize this awful truth only after the hive guards capture them and take them under the camp to be cocooned.

Unknown to the runners (at least initially), Renraku and Project Hope are planning to part ways two weeks after Juárez blackmails the runners into doing his dirty work. Secretly, however, Renraku plans to pull out three days early. Never a corp to trust its partners in crime, Renraku intends to send in a team to "steal" the experimental data and destroy all evidence of the corp's collaboration with Project Hope. To make matters worse, Aztechnology intends to steal the results of Renraku's experiments by staging a raid a day before Renraku pulls out. If the runners do nothing, these events occur as scheduled. Depending on how much attention the runners' investigations attract, however, the timing of these events may change.

In addition to the corps, the **Environmental Protection Agency** (EPA) also wants to know what's going on in the camps. Through its subsidiary company, **New Dawn Environics**, the Universal Brotherhood has set up its own water, purification facility to provide clean water for the camps. The EPA is extremely eager to learn exactly how New Dawn Environics is purifying the water, but New Dawn's extraterritorial status makes its property strictly off-limits to government agents. The EPA can only look at what flows into New Dawn's facilities (chemical effluent that could eat your hand off) and what flows out (crystal-pure water with fewer contaminants than an unsullied mountain stream). Not surprisingly, the EPA's paranoid bureaucrats eventually send an investigative team to the New Dawn facility (possibly the runners).

The truth, of course, is horrible beyond anyone's worst nightmares. Beneath the New Dawn Environics facility in Kent is a large, underground lake in which float countless metahuman victims bound to giant, dragonfly larvae. Through a symbiotic process, the larvae supply enough air and nourishment to keep the victims alive, though comatose. The lake water comes from a variety of local factories in the form of effluent. A toxic water spirit in the lake siphons off the toxicity and forces it into the poor victims grafted to the larvae, cleaning the previously poisoned water of contaminants.

With the Universal Brotherhood, Renraku, Aztechnology, and the EPA converging on a collision course, the runners caught in the middle must survive the coming bloodbath and get the information Juárez wants so that he will leave them alone. Most likely, the climax will occur when the runners investigate the water-treatment plant and run afoul of the Ant Queen and her warriors. After a glorious firefight, the runners should have enough information to quite literally blow Juárez's mind. Gamemasters should note that the goal of **Double Exposure** is not to have the player characters directly engage the hive, but only to expose it. Taking on the 200-plus members of the hive would be suicide. (But what a glorious way to go. . .)

If the runners expose the truth about Project Hope, Juárez will have the leverage on Renraku he needs plus a lot more than he expected. The government will know the truth about the Universal Brotherhood and its ties to Project Hope, but won't dare admit it publicly for fear of causing catastrophic panic. Using the blackmail information to muzzle the runners, Juárez and his superiors can expose the Universal Brotherhood/Renraku connection, totally discrediting the Brotherhood. The UCAS government can then bring the full weight of the law to bear on the Brotherhood, charging the leadership with seizing property and assets and other heinous crimes—all relating to unauthorized medical experimentation, of course, nothing at all to do with bugs. Under cover of this "heat wave," FBI strike teams will hunt down and destroy the hives within Brotherhood chapter houses across the country. The UCAS will share what it knows with the few other governments that it trusts, leading to overwhelming pressure on the Brotherhood (which prompts subsequent events in Chicago, to occur in future FASA products).

As for the runners, they should realize that telling the truth about the "bug connection" will cause Juárez to release his blackmail data to Aztechnology and DocWagon™. Even if the runners manage to evade the corporate hit teams coming after them, nobody will believe their bug story. ("Bugs, chummer? Yeah, right. I saw that simsense, too. *The Hive That Ate Tokyo*, wasn't it?") Depending on their sensibilities, the runners might come out of **Double Exposure** with enough incentive to wage their own campaign against the Universal Brotherhood and the bugs.

RUNNING THE ADVENTURE

As mentioned earlier, **Double Exposure** differs from most **Shadowrun** adventures in its free-form structure. After the runners get into the Hope Relief Camp, what happens next depends totally on the runners' actions. If they decide to do nothing but work in the camp, events occur exactly as planned on the following timeline, and the runners must deal with the consequences.

More than likely, however, the runners will snoop around. Once they start doing this, various factions involved and/or interested in the camps will take notice. How each faction deals with them depends on how much of a wrench the runners have thrown into a given faction's carefully laid plans. The **Gamemaster Information** section in the back of this book includes a set of Awareness Point rules tailored for this adventure, by which the gamemaster can determine which factions take notice of what action (and what they intend to do about it).

During the course of the adventure, the gamemaster should add a number of points to each faction's Awareness Point Total whenever appropriate. On occasion, the gamemaster will be directed to add these points based on a specific action written into an encounter. Keep a running tally of each faction's point total, and refer to the tables contained in the **Gamemaster Information** section to determine what actions a particular faction might take against the runners upon reaching different totals.

It is impossible to create a published adventure that provides the appropriate level of opposition for every diverse group of player characters. Some groups are inherently more powerful than others.

The gamemaster must adjust the game statistics and capabilities of the opposition to provide an appropriate level of difficulty for his group. If the adventure does not suit the player characters' strengths and weaknesses, the gamemaster may use it as an outline to develop an adventure of his own. Or, if it works well except for a tweak needed here and there, the gamemaster can change any part of the plot or events to make the adventure a better one for his group of players. If the various encounters seem too tough for the players, lighten them up a little; remove a few of the ant soldiers or the corp raiders. If the characters (with bioware and cybernetic enhancements bulging from every available body part) seem able to stomp their way through the carefully planned encounters, make the encounters tougher. Add a few more goons with guns.

TIMELINE

The following timeline lists various events that occur regardless of the runners' actions. As previously noted, the runners' actions can influence the timing of many of these events.

Day1: Simon Juárez contacts the runners and asks them to perform a run against Project Hope and Renraku.

Day 3: The Butchers, a local gang, stage a raid on the Hope Relief Camp.

Day 5: EPA agent Ted Wiley tries to slip into the New Dawn Environics facility in an NDE truck.

Day 7: Aztechnology agent Enrico Sanchez is transferred from the Hope Relief Camp to the Faith Relief Camp.

Day 10: Aztechnology attempts to break into the medical facilities at the Faith Relief Camp to snatch Renraku's data.

Day 11: Renraku violently pulls out from the Project Hope experiments.

Day 14: On this day, Renraku and Project Hope have agreed to finish the last of the experiments and close up shop.

DIGGING THEIR OWN GRAVES

TELL IT TO THEM STRAIGHT

Read the following to the leader or contact person of the shadowrunning team:

You've been scanning channels on the vid for more than 20 minutes, and nothing seems to catch your fancy. Good thing Seattle offers more than 650 channels, or you might be pretty bored by now.

An icon on the bottom corner of the screen breaks your vid-induced trance and informs you that you've got an incoming call. Strange, it's encoded. What some people won't do to keep their secrets secret. You pull out your credstick and slip it into the slot on the side of the vid screen. After a moment, the screen authorizes your ident and decodes the signal.

A familiar face flashes up on the screen. It's your fixer. He doesn't take well to stress, and right now he looks like he could use a little of his special medicine to calm down.

"Sorry I haven't been in touch recently. Been real busy," he says. "To make it up, though, I've got a sweet little honey of a run for you. A real cakewalk."

You express interest, and he continues, "Aztechnology is transferring a shipment of cybernetic parts from a warehouse to one of their research facilities. I've got a buyer who would love to get his hands on that shipment, and he's willing to pay top nuyen for it. All you've got to do is arrange a little *accident* for that truck somewhere between the warehouse and the lab. You'll get a third of the street value for all the parts you manage to recover. As a retainer, we'll pay you each 1,000 nuyen up front. The truck's gonna leave at 22:00 tonight, so I recommend you get the team together and get to work."

As you reach over to cut the call, your fixer adds, "And don't keep any samples for yourself. . ."

HOOKS

Make this mini-adventure a routine, low-stress run. Keep it simple and direct. The runners should not know that anything special is up.

BEHIND THE SCENES

Unlike other **Shadowrun** adventures, **Double Exposure** is written to be completed in one sitting. This encounter and the following one are two mini-adventures written to serve as carefully planned set-ups for the real adventure of **Double Exposure**. During each of these mini-adventures, Special Agent Juárez keeps the team under surveillance and documents each run. Ideally, the gamemaster should run these encounters with

considerable time in between, perhaps fitting them between two other unrelated adventures in his or her **Shadowrun** campaign. (Call them one-shots or whatever.) The gamemaster may even want to photocopy both mini-adventures from this book so that the players cannot tell that these two encounters come from the same source. Above all, avoid arousing any suspicions that these picture-perfect runs may be set-ups.

To make everything seem normal, Juárez has hired one of the team's regular fixers to pass the word about the cakewalk runs. The fixer has absolutely no idea that Juárez is a government agent (if he ever found out, he'd probably catch the next flight to the Caymans). Juárez wants to ensure the runners' loyalty when he hires them for the real work of infiltrating Project Hope, and so he and a few other operatives follow the team throughout each run and carefully document everything they see using the latest drones and video equipment.

Other than the surveillance, the run is totally legit. Aztechnology really is transferring a load of cybernetics from a warehouse to a research facility. Because the route goes

through fairly safe territory, and because Aztechnology believes no one knows of this transfer, the truck is only lightly armed and protected.

At exactly 10 p.m., the gray, nondescript van leaves the Aztechnology pyramid in Seattle, drives down to Interstate 5, and heads for the research facility just south of the Tacoma city center. The entire drive takes 40 minutes; if the runners turn down this run, the transfer goes as planned. If the runners take the bait, use the maps of Seattle and Tacoma from the back of the **Seattle Sourcebook** to pinpoint exactly where the runners plan to stop the truck. Once it gets going on the open highway at 115 kph, it may prove a tad difficult to stop. The runners' best option might be to attack the vehicle before it enters the freeway.

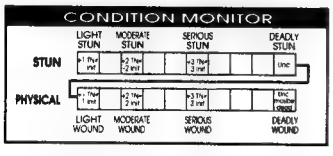
When and if the runners actually manage to stop the truck, they find inside it a standard shipment of spare parts for cybernetic limbs and other gear. (Sorry, chummers—no intact cyberarms or do-it-yourself reflex boosters.) In fact, the fixer exaggerated about how much the shipment is worth on the street. When the runners get the gear back to the fixer, he informs them that his contact is willing to pay another 5,000 nuyen total for it. Not much as shadowruns go, but good enough for an easy night's work.

Aztech Driver

B	Q	S	C	I	W	E	R	Armor
4	4	4	2	3	3	3.8	3 (5)	5/3

Initiative: 3 (5) + 1D6 (3D6)
Threat/Professional Rating: 2/2
Skills: Armed Combat 2, Etiquette (Corporate) 2, Firearms 3, Ground Vehicles 3
Cyberware: Datajack, Vehicle Control Rig (1)
Gear: Armor Jacket (5/3), Uzi III [SMG, 24 (clip), BF, 6M, w/1 extra clip, Laser Sight, Shock Pads (1)]

This slag's job is to keep the truck on the road and moving no matter what happens. If the drek starts to fly, he'll drop the pedal to the ferroplast and try to outrun danger. If that means running over the shadowrunners and their snappy little sport vehicles, so much the better. He has the confidence that only several inches of bulletproof armored truck can provide.

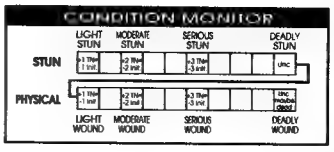


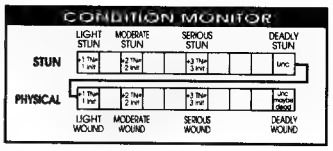
Aztech Security Guards (3)

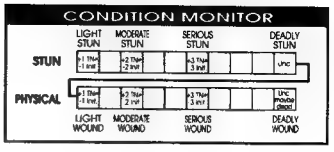
B	Q	S	C	I	W	E	R	Armor
4	3	3	2	2	2	6	3	5/3

Initiative: 3 + 1D6
Threat/Professional Rating: 2/2
Skills: Armed Combat 2, Etiquette (Corporate) 2, Firearms 3, Unarmed Combat 3
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/2 extra clips, Laser Sight, Gas Vent II Recoil Compensation], Armor Jacket (5/3), Commlink

They ain't the cream of the crop, but they ain't lowlife guttertrash either. These guards get paid to do a job—in this case, protecting the truck and its cargo. The guards are holed up nice and cozy behind the truck's three gunports.



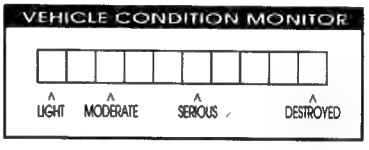




Armored Truck

Handling	Speed	B/A	Sig	APilot
4	30/120	4/12	2	3

Seating: Twin bucket seats + 3 folding seats
Access: 2 standard + 1 rear double-sized
Sensors: None **ECM/ECCM**: None
Notes: The vehicle has three firing ports—one in the back and one on each side. Each port accommodates standard service pistols, submachine guns, shotguns, and rifles (including assault rifles), and provides a 135-degree firing arc. The vehicle does not mount any fixed weapons.



DROPPING CLUES

It might be interesting to point out to one of the runners that a bystander drone was hovering around during their hit on the Aztechnology truck. Drop this hint carefully; players tend to pick up on any piece of information provided by the gamemaster and view it as important. Try regularly pointing out details of no obvious relevance to the player characters, perhaps as part of a general description of the scene. This tactic creates tension and paranoia, and also paves the way for the subtle insertion of more important information at later times. By then, the players may have become lazy ...

Wait a few weeks (real time) and then go to the next encounter, **Six Feet Under**.

DEBUGGING

Not much can go wrong in this encounter. If the runners decide that they do not want the job, Juárez has another chance to get some dirt on them (see **Six Feet Under**, following). If they somehow manage to totally bungle the run and attract a swarm of Aztechnology troopers, too bad. (Soft-hearted gamemasters might delay the response of the Aztech troopers so that the runners can burn pavement.) It's a tough world, and if the runners cannot handle a simple truck-jacking, they stand no chance against the Universal Brotherhood.

SIX FEET UNDER

TELL IT TO THEM STRAIGHT

Read the following to the team leader or contact man when he or she is at home:

A familiar icon flashes at the bottom of your vid screen. Another encrypted incoming message, and this time you don't have to guess who it could be. A quick slot with your ident card, and the vid screen flashes on. Once again you're staring at your friendly neighborhood fixer.

"Buddy, have I got a job for you," he says, flashing a plastic smile. Probably a low-paying, high-danger job like the last one, you figure. Still, it doesn't cost you anything to listen.

"Thanks to your professionalism on the last job, your rep on the street's going nowhere but up. I've got another Johnson who's looking for someone to intercept a DocWagon™ courier. This one's a flat fee—8,000 nuyen for the group. What could be easier?" Once again, that plastic smile crosses his face. "Just stick your ID in the slot, transfer your electronic signature, and we can consider this contract sealed."

Another 8,000 nuyen. Maybe it won't get you to the top of the Fortune 500 anytime soon, but it beats watching another episode of "*Good Morning Seattle.*"

HOOKS

Ideally, this mini-adventure takes place at least a couple of weeks (in real-world time) after the last one. Do everything possible to make it look like a straightforward run and allay any suspicions the runners might have about the job.

BEHIND THE SCENES

Once again, Juárez manipulates the runners without their knowledge. Having learned that DocWagon™ plans to transfer DNA and blood samples from storage facilities out to one of its response headquarters, Juárez figures that the DNA sample case would make a lovely mantle decoration (not to mention how much the snatch will upset DocWagon™). Low security, high perceived value—perfect blackmail material.

The fixer explains to the runners what they should look for. The DocWagon™ courier vehicle contains a large metal case, a refrigerated storage unit housing a DNA sample board and several pints of blood. DocWagon™ has spent hundreds of man-hours preparing these samples and will take the news of their loss very seriously.

At approximately 10 a.m., a lone Jackrabbit will leave the DocWagon™ research and storage facilities at Cherry Street and 13th Avenue and drive straight to Response HQ 1 out in Auburn at Pacific and First Avenues. Both facilities are heavily guarded, and only foolish runners would try to assault either of them. The Jackrabbit, however, is meat for the beast on the open road. If the runners attack the car during the day, they must take extra care; such an action will attract Lone Star troopers in droves. Unless they pull off the heist quickly and cleanly, they will land in deep drek. Pay careful attention to where the hijacking occurs and have the locals and police react accordingly.

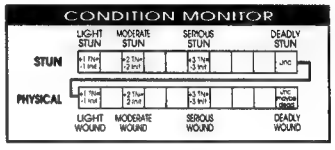
As in **Digging Their Own Graves** (p. 11), Juárez is following the runners and documenting their every move on video. He stays out of sight; the runners never realize they are being tailed. After running this encounter, wait another few weeks (real time), then go to **The Worst Kind of Mail** (p. 15).

DocWagon™ Courier

B	Q	S	C	I	W	E	M	R	Armor
4	2	3	2	3	3	6	—	2	None

Initiative: 2 + 1D6
Threat/Professional Rating: 1/1
Skills: Armed Combat 2, Etiquette (Corporate) 2, Firearms 2, Ground Vehicles 3
Gear: Colt American L36 [Light Pistol, 11 (clip), SA, 6L, w/1 extra clip, Laser Sight]

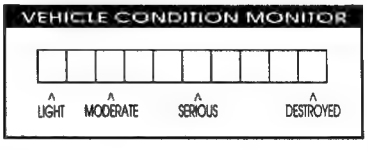
The courier is a hireling, paid to load the large, refrigerated case into the back of the Jackrabbit and drive it to Response HQ 1. If he runs into a violent situation, he runs for his life—either in the car or on foot. ("Put my hands up and step out of the car? Yes sir, anything you say, sir—here, take the keys.")



Chrysler-Nissan Jackrabbit

Handling	Speed	B/A	Sig	APilot
3	25/75	1/0	5	1

Seating: 2 bucket seats
Access: 2 standard + rear-opening tailgate
Options: The rear of the car has been modified to accommodate the cooled storage box (1m cube, 40 kg).



DEBUGGING

This job is a straightforward milk run, designed to remind the runners that not all of their gigs are strange and horribly dangerous (just ask a private detective tailing the wife of a jealous husband). Unless the runners refuse the contract, little can go wrong unless they decide to shoot up a whole city block and attract tremendous attention to themselves. If they are stupid enough to blow this one, they deserve whatever punishment they get. Go ahead, throw the book at them.

THE WORST KIND OF MAIL

TELL IT TO THEM STRAIGHT

Read the following to the team's leader or contact person:

Your cellular phone beeps and vibrates against your hip. You pull it out with a snort and flip it open. "What?!"

The male voice on the other end is crisp and clear. Whoever it is carefully enunciates every syllable so that you don't miss anything—and he's enjoying every microsecond of it. You don't know who he is or what he wants, but already you know you're going to hate him.

"My name is Juárez," the voice says flatly. "We need to meet. All of us: you, me, and [names of the other runners]. We have important matters to discuss—matters that might be of more than passing interest to Aztechnology and DocWagon™, if you follow me. Plus," he adds, as an afterthought, "there's 5,000 nuyen in it for each of you just to show up.

"I recommend we meet at the McHugh's at Fourth and Blanchard. Precisely two hours from now. Just your team and me—no ringers, no backup. Trust me, I'll know. And you won't like the consequences."

If the runners agree to the meet, read the following:

Who the frag *was* that guy, anyway? Whoever he is, he doesn't sound like anybody you want to trust—not if you want to keep sucking air past your teeth, anyway.

Yet he mentioned several things that got your attention: Aztechnology, DocWagon and 5,000 nuyen.

His choice of meeting place sounded safe enough. If any place exists where it's impossible to double-cross somebody, McHugh's is it. With its armed guards, macroplast furniture, and clear fields of fire, nothing violent happens under the old golden arches.

The place's unique ambiance assaults you the minute you walk in. McHugh's has graced its walls with a mix of jarring colors and the air with subtly disturbing muzak, both carefully designed to get you to bolt your food and leave. Your contact hasn't arrived, and suspicion rears its ugly mug. Didn't he say exactly two hours after his call?

At that moment, a tall man with short-cropped, straight black hair walks into the restaurant and approaches your table. His appearance screams government, from his inexpensive black suit and matching tie (doesn't the UCAS hand those things out?) to the mirrored sunglasses and little cord hanging from his ear.

He reaches into his jacket and begins to pull something out. This activity alerts your combat computer, which decides that he's going for a weapon and within a split second calculates the seven best ways to kill him. Null perspiration. The guy must be an idiot or a lunatic to draw a weapon in this place. On second thought ...

"Special Agent Simon Juárez," he says, producing an official-looking badge. "May I sit down?"

Let the runners and Juárez exchange common pleasantries, then continue with the following:

"Let me just start by saying that I know who you are," Juárez begins. "I know what you do, and I know how you do it. But most important, I know what you've *done*."

Juárez places a small vid player on the yellow table and presses a button on the top. The small screen blinks to life, and you see what looks like your car driving down the road. Hey! That *is* your car! And that's you in it!

"I've documented two of your previous—*ahem*—shadowruns against Aztechnology and DocWagon. I've got more than two hours of recordings of your group planning, discussing, and carrying out illegal activities against those two corporations.

"Unless I'm wrong, neither of these corporate citizens will take this news terribly well. In fact, I suspect both will take it out of you in blood. Don't get defensive—consider this data as on-the-job insurance. If you do a job for me and keep your mouths shut, nobody will ever see any of this. Should you decide to cross me, you'll find your foreseeable future somewhat more exciting than you'd like."

Juárez lets this sink in, and then continues. "What I want you to do is dangerous and illegal, but you'll draw top nuyen for your work. If everything goes well, I'll give you my little vid library.

"I don't know whether you've heard of Project Hope. The group's been setting up camps out in the Barrens, providing housing and work for homeless people and other guttertrash. The Project cleans them up, gives them food, and sets them up in its work camps to rebuild the Barrens. So far, Project Hope's been fairly successful and has gotten plenty of publicity from the media.

"For some reason, don't ask me why, Renraku has been pouring huge amounts of money into this allegedly non-profit organization. I'm not talking about charitable donations; I'm talking about enough money to buy small countries. My superiors want to find out exactly what's going on between these two organizations and to obtain any data that might prove useful as leverage against Renraku in future dealings. I've been authorized to pay each of you a total of 30,000 nuyen: 15,000 up front, and the rest when I receive the information. Also, if you come up with any other information about anybody or anything else connected to Project Hope, I'm authorized to determine what it might be worth to the UCAS and pay you accordingly. Let's just say you might find this job extremely profitable.

"Oh, and one more thing. The reason I collected my little vids was to keep things quiet. No matter what you find or what you see, you will tell *only* me about it. Under no circumstances are you to inform the press or the public."

He taps the vid player with a thick finger. "I shouldn't have to mention this, but I put a copy of these vids in the post-mortem mail. If anything should happen to me, that data will find its way to the wrong people—quickly. Don't make more enemies than you have to—keep your mouths shut, and I'll return the favor."

HOOKS

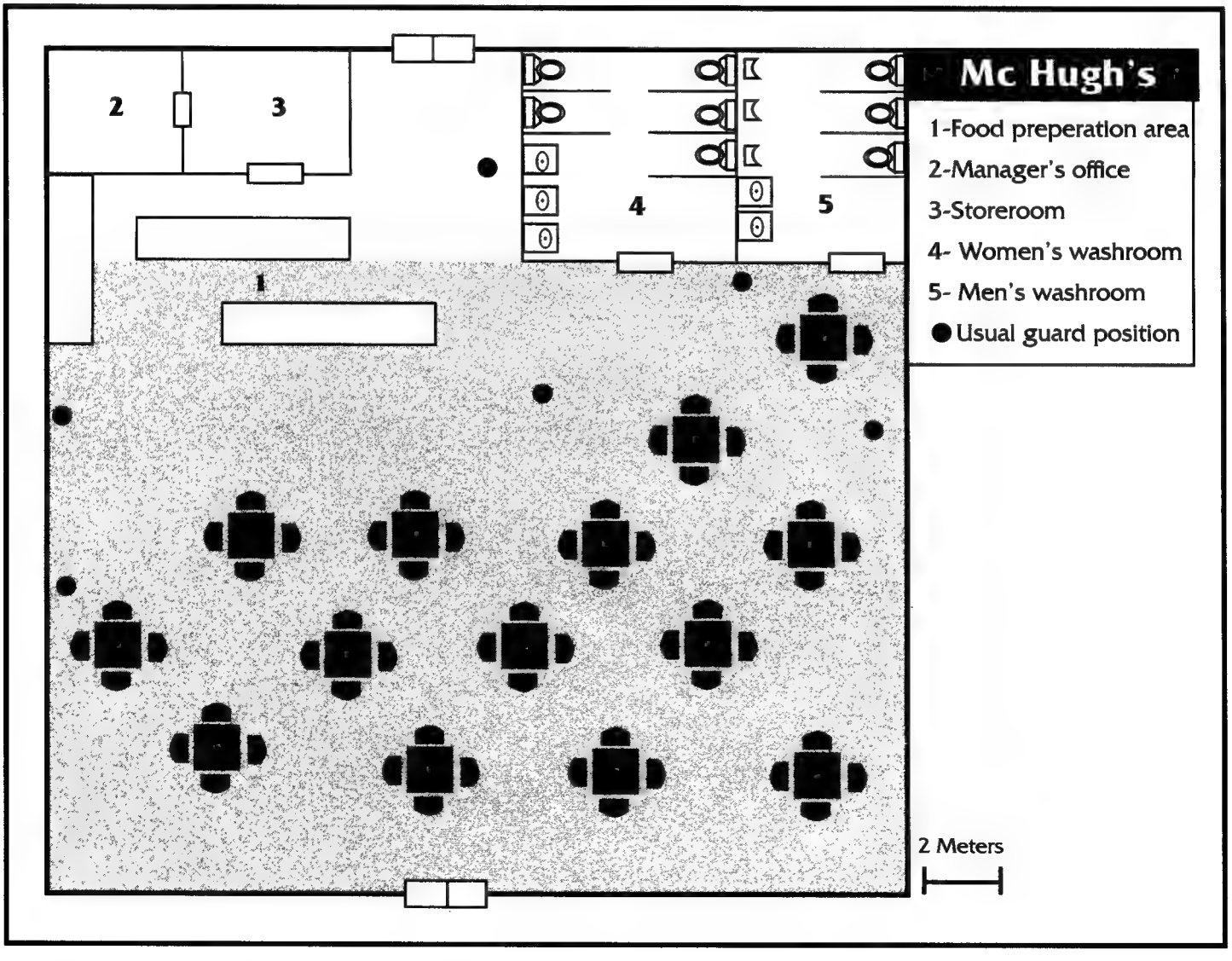
Chances are, the runners will go berserk. How dare this fragger blackmail them? Unfortunately, he has the goods on them, and they have to live with it. Play up the hopelessness of the situation. Keep them angry and angst-ridden; they may do a better job with thoughts of revenge keeping them warm at night.

Also, consider playing up the absurdity of meeting at McHugh's. Have the runners order some fries.

BEHIND THE SCENES

Juárez has all the blackmail information he needs to give the runners some serious enemies. He knows that his vids would mightily upset both Aztechnology and DocWagon. He also believes that the runners will understand the situation and do his little job exactly by the numbers. (According to inter-corp etiquette, neither company will take punitive action for the relatively minor damage the runs caused unless they know who to blame. But if someone is kind enough to tell them, they feel obligated to settle matters.)

Juárez contacts the runners a few weeks after the second set-up run. He reveals nothing other than his desire to meet them at McHugh's and the 5,000-nuyen fee for showing up. Roleplay the call between Juárez and the team's contact person. If necessary, Juárez agrees to another meeting spot, provided that it's as safe a haven as McHugh's (not many places are).



MEET AT MCHUGH'S

Juárez arrives at the meeting place with a team of government agents a good 30 minutes before the runners get there. Two snipers set up across the street, giving themselves clear fields of fire (for their statistics, see below). Juárez is wearing a wire, and if the snipers have reason to believe that his life is in danger, they start firing. After Juárez sees the runners enter the restaurant, he waits five minutes (just to let them get a little edgy) and then enters by the main doors. He spots the runners immediately and walks casually over.

Juárez thinks he has the runners in an airtight trap, so he acts a little arrogant. The payment for the job is non-negotiable, and Juárez makes it clear that if the runners refuse to deal, they can kiss their miserable lives goodbye. If they try to kill him, that act buys them as much or even more trouble—the UCAS FBI does not take kindly to people who scrag their agents. The runners have no real choice but to do Juárez' dirty work.

Before the meeting, Juárez placed a copy of the incriminating vids in what is known as the "postmortem mail." If his telecom computer learns of his death (by scanning news reports and obits) or if he fails to report in by a certain date, the computer sends the vid data to the respective corps that the runners hit. Retribution should follow shortly.

Juárez offers the runners the following information to get them started on their job:

1. Project Hope has an enrollment office in downtown Seattle. If the runners can make themselves look like viable candidates, they stand a good chance of being shipped out to work in the camps.

2. Most of the camps are located in the Glow City region of the Barrens. The government has determined that the camps have unusually high security for an allegedly peaceful organization.

3. The camps are getting their water and soil from a company called New Dawn Environics, based in Kent.

4. The UCAS FBI is not the only group actively investigating the Project Hope camps. Juárez, however, does not know who the other groups are.

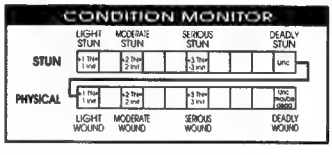
After the meet, the runners have several options. If they decide to visit Project Hope's downtown office and apply for admission to a work camp, go to **The Big Interview** (p. 18). If they go straight to a relief camp and try to infiltrate it (not a good plan, considering the level of security), go to **A Glimmer of Hope** (p. 21). If they choose to check out the New Dawn Environics water and soil treatment facility, go to **New Dawn Environics** (p. 33).

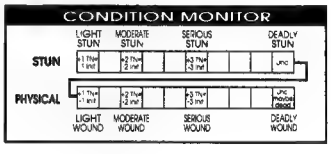
FBI Snipers (2)

B	Q	S	C	I	W	E	M	R	Armor
6	5	5	2	3	4	3.4	—	4 (6)	4/3

Initiative: 4 (6) + 1D6 (2D6)
Threat/Professional Rating: 3/3
Skills: Armed Combat 3, Etiquette (Government) 2, Firearms 4, Ground Vehicles 3, Stealth 3
Cyberware: Cybereyes with Thermal Imaging, Wired Reflexes (1)
Gear: Armored Vest with plates (4/3), Commlink, Ranger Arms SM-3 [Sniper Rifle, 6 (magazine), SA, 14S, w/2 extra clips, Magnification 3 Scope with Thermographic Imaging, Gas Vent III Recoil Compensation], Uzi III [SMG, 24 (clip), BF, 6M, w/4 extra clips]

These guys are Juárez's insurance that the runners play nice or play dead. Over the wire Juárez is wearing, these two can hear every move he and the runners make. If it sounds like he is in trouble or if he asks for help, they start picking off the runners.





DEBUGGING

Unlike most **Shadowrun** adventures, **Double Exposure** does not allow the runners to refuse Juárez's generous offer. If they do, hit teams from both Aztechnology and DocWagon™ will land on their doorsteps. If they decide they dislike being manipulated and refuse to put up with Juárez's drek, let them. Life will be exciting. And short.

The intent of this encounter is to force the runners to take the job. Individual gamemasters must judge the mood and style of their player-character groups when deciding just how hard to play Juárez's pitch. Some groups may only need a hint of blackmail, while others may need to be sledgehammered. Still other characters may have a history of government work and need no arm-twisting at all. A perfectly valid option is to have Juárez make his pitch without showing the incriminating vids. If the runners accept, no problem. Only if they balk at the run does Juárez up the ante.

THE BIG INTERVIEW

TELL IT TO THEM STRAIGHT

This encounter occurs when the runners visit the Project Hope Enrollment Center in downtown Seattle.

Funny, everything you heard about this place made you think it would look more impressive. Still, like your mother used to say, "It's what's on the inside that counts." You're standing in front of a small, nondescript office building located halfway up Seneca Street. A large, freshly painted sign on the outside wall reads: "Project Hope Enrollment Center."

You open the door, step inside, and immediately wish you hadn't. Waves of repulsive odors assault your sensitive nose. Urine, sweat, vomit, alcohol, and frag knows what else seem to be holding a convention right in this room. You quickly spot the source of the stench; sitting in chairs lined up against the wall is a group of the most unfortunate-looking slots you've ever seen. You've seen your share of bums and bag ladies, but never this many concentrated in one room.

A well-dressed woman sitting behind a desk motions for you to join her. "Well, hello, my friends," she says with a plastic smile. "May I take your names?"

After the runners have given their names (or aliases), continue with the following:

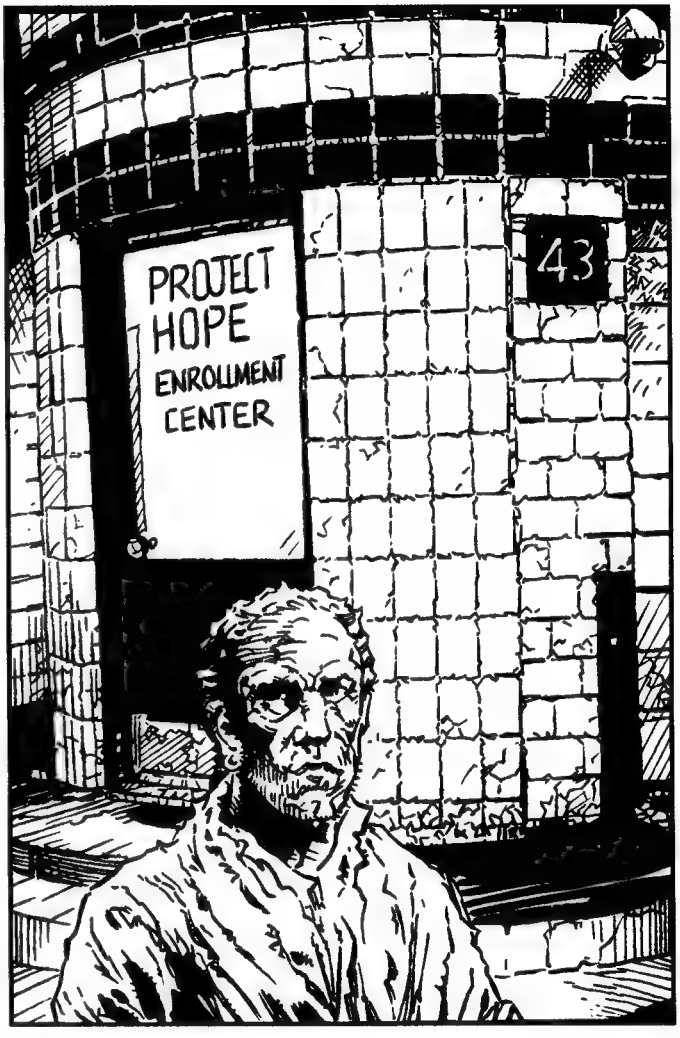
"Thank you very much. Just take a seat over there." The secretary points to some empty seats by the wall. "Just relax, and we'll get to you as soon as possible."

Let the runners get thoroughly disgusted with their surroundings before the case worker gets around to them. Then continue with the following:

"Your caseworker will see you now," the secretary says, talking in your direction. Looking up, you notice another woman standing beside the secretary, dressed in the latest corporate fashion and holding a portable computer. A holographic ID badge on her jacket gives you her name: Ms. Montagu.

Ms. Montagu leads you down a hallway and into a small office. She sits down behind a large desk and motions for you to sit down on some chairs arranged in front of it.

"As a representative for Project Hope, let me thank you for taking the initiative by coming down here," she says. "This tells me that you have decided to change your lives for the better, and I'm thrilled that Project Hope can help you do this. Would you fill out these forms for me, please? If you're illiterate, I can arrange for a voice-recognition unit."



Ms. Montagu hands out forms to each of the runners. Give the players Player Handout 2. When they have finished filling out the forms, Montagu continues:

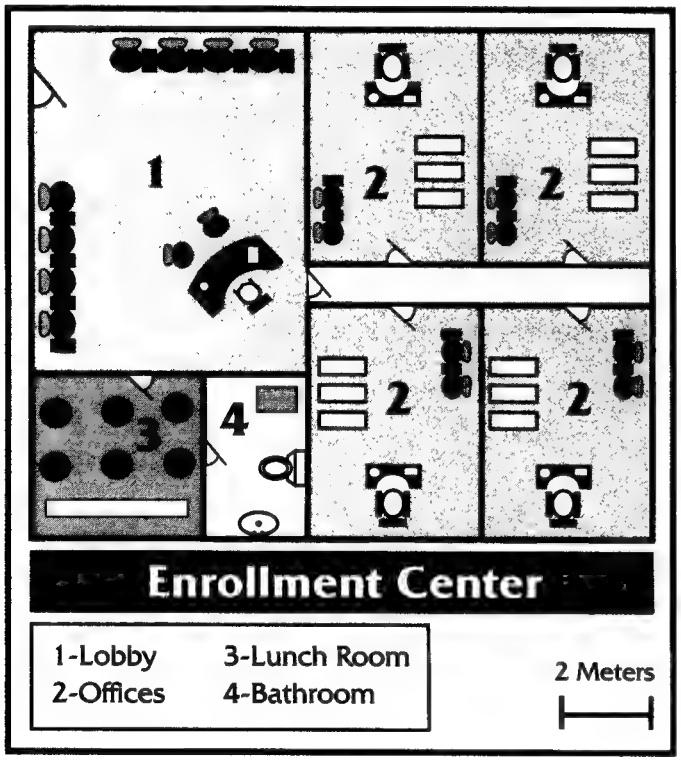
"Thank you very much. You have no idea how much this means to us. From what the computer tells me, you would make ideal additions to the Hope Relief Camp, which is located in the Glow City region of the Barrens. During your stay there, you'll receive three square meals a day, fresh clothing, and a warm, safe place to live. In return, all we ask is that you help in the effort to clean up the area. Depending on your skills—and from your answers to our questionnaire, you seem to have many useful ones—you may be called on to repair buildings, work in the gardens, educate your brethren, and generally help to make the Barrens a safe, enjoyable place to live."

HOOKS

This place is in really, really bad shape. Use plenty of images to give the runners an idea of just how squalid it is. Dirt, mess, peeling paint, broken windows, maybe even a bug or two (but not too many) would all be appropriate. The runners and the secretaries are probably the only people here who have bathed in quite some time. Not a pretty picture.

BEHIND THE SCENES

The runners can infiltrate the Hope Relief Camp either by attempting to slip through its formidable security (not a good idea) or by enrolling for admission to the camp (a much safer option).



The Project Hope Enrollment Center really stinks. All of the secretaries and caseworkers are wearing olfactory inhibitors, which trick the brain into thinking it's smelling roses, the ocean, or fine perfume as opposed to urine, vomit, and who-knows-what-else. The runners are less lucky.

As a security measure, the main doors are guarded by a metal detector (Rating 5) set to catch anyone trying to bring weapons into the buildings. If one of the runners tried to enter packing heat, the alarm goes off. Amazingly—if the runners do not fight—the four security guards standing casually around the lobby simply confiscate their weapons rather than taking more drastic measures. Equally amazing, the guards actually return the weapons when the runners leave. The people at the enrollment center don't care if someone owns weapons; they just don't want anyone to bring them into the building. (Trying to bring weapons into the Hope Relief Camp is a different story.)

When the runners enter the office, the secretary asks them to take a seat and wait until a caseworker can see them. Let them sit and sweat for a little while. In fact, give them a chance to get to know the wildlife. At least two of the vagrants in the room are working off a serious alcohol hangover and will display the contents of their stomachs with little provocation. Another had a nasty experience with a BTL chip last night. Taking a vacation from reality, she switches between flying into a rage and curling up into a fetal ball.

Just when the runners can't stand it any more, have their caseworker rescue them from the waiting room and lead them to her office. The questionnaire that Ms. Montagu hands out to the runners can be found in **Player Handouts**, p. 60. The gamemaster might want to photocopy the questionnaire, distribute copies to the players, and actually let them fill out the information.

Once the runners have filled out the questionnaires, Ms. Montagu runs the forms through a database to determine whether the runners have tried to enroll before. The computer also accesses the Lone Star database to determine whether any warrants have been issued for their arrest. If this second data scan comes up positive, the computer notifies the nearest Lone Star patrol unit and requests assistance. Within minutes, Lone Star troopers arrive in force and try to arrest the runners. (The people at Project Hope do not want to get their hands dirty if they can possibly avoid it. They have an image to uphold, after all.)

If the runners are not actually fleeing justice but merely have a criminal record, the computer approves their applications. Add 1 point to the Universal Brotherhood Awareness Point Total (see **Gamemaster Information**, p. 51). Project Hope claims that most crimes are caused by poverty and officially believes that most criminals will turn to legitimate work if given an opportunity.

Ms. Montagu does not care who the runners are. She is paid to collect information about Project Hope applicants, raise their spirits, and distribute them to the appropriate relief camp. In the case of the runners, her computer has decided that they make ideal candidates for the Hope Relief Camp, and she recommends immediate admission. She tells them that a bus leaves for the camp in three hours and suggests they use the time to get their affairs in order.

The enrollment center has nothing in it to connect it to the Universal Brotherhood or Renraku. If the runners break into the building after hours, they find nothing suspicious. The only piece of information they can cull from the center's database is a full list of everybody ever sent to the camps. (Use the Fast Resolution System, p. 49, **Virtual Realities**, to determine if a decker can find this information. The Base Target Number for the run is 4.)

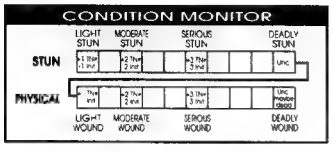
If the runners decide to ride the Project Hope bus out to the Barrens, give them three hours to get their affairs in order and then go to **A Glimmer of Hope** (p. 21). They can come back at any time within those three hours and catch the bus, but remind them that the clock is ticking.

Ms. Montagu

B	Q	S	C	I	W	E	R	Armor
2	3	2	4	4	2	6	4	None

Initiative: 4 + 1D6
Threat/Professional Rating: 1/1
Skills: Computer 3, Etiquette (Corporate) 2
Gear: Olfactory Inhibitor, Pocket Secretary

Ms. Montagu is paid to do a job, and she does it. She has no idea what Project Hope really does, and, frankly, she couldn't give a flyin' frag.

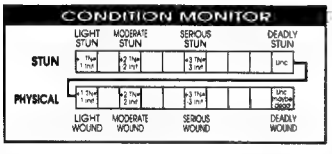


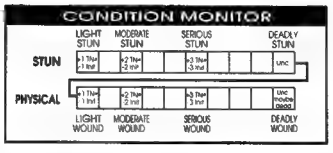
Security Guards (4)

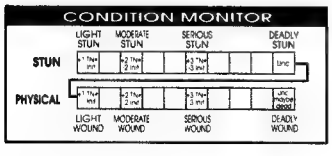
B	Q	S	C	I	W	E	R	Armor
4	3	3	3	3	2	6	3	5/3

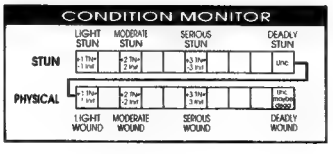
Initiative: 3 + 1D6
Threat/Professional Rating: 2/2
Skills: Armed Combat 3, Etiquette (Corporate) 2, Etiquette (Street) 2, Firearms 3, Unarmed Combat 2
Cyberware: None
Gear: Ares Viper Slivergun [Heavy Pistol, 30 (clip), SA, 9S(f), w/1 extra clip, Laser Sight], Armor Jacket [5/3], Defiance Super Shock [Taser, 4 (magazine), SA, 10S Stun], Portable PANICBUTTON, Stun Baton [6S Stun].

Generic "rent-a-cops," though more polite and less violent than most, these guards know nothing more about Project Hope than the fact that the Project pays their salaries on time. They have orders to call Lone Star if the drek hits the fan, and use lethal force only as a last resort.









DEBUGGING

A lot can go wrong in this encounter, especially if the runners go berserk (but if they want to go berserk, who are you to stop them?). If any of the runners has an arrest warrant outstanding, bring in Lone Star and put the offending runners in jail (it's their fault for leaving loose ends). Benevolent gamemasters may want to give them some warning so they can try to escape before the cops show up. Needless to say, the runners have to find some other way into the relief camp.

A GLIMMER OF HOPE

TELL IT TO THEM STRAIGHT

If the runners ride the bus out to Hope Relief Camp, read the following (amended as necessary):

Three hours didn't give you a lot of time to get your drek together, but you managed it. You left a couple of loose ends here and there, but nothing you can't deal with after this is all over.

As the Project's attendants usher you onto the bus, you begin to regret your decision. Lucky you—you get another opportunity to spend a little quality time with Seattle's homeless, this time in a cramped bus with no air conditioning. Wiz.

This ride had better be short. All the seats are already full—even the aisles are starting to fill up.

Give the runners a chance to enjoy their surroundings, then continue with the following:

Some thirty minutes into the drive, you realize that the ride is going to be long and grim. You're driving right through the Barrens, so at least you'll get a good idea of the terrain. You look outside the window, and your jaw drops in amazement. Burnt-out houses riddled with gunfire line both sides of the street, and cars stripped right down to their frames are parked out front. Out of the corner of your eye, you spy the occasional street person, dressed in rags and shambling around in the ruins. You know you're in gang territory, but you can't make out whose—the building walls are covered with layers and layers of spray paint. The Nightstalkers? The Splatters? The Butchers? You give up trying to make sense of where one insignia stops and another starts.

A voice from an overhead speaker informs you that the Hope Relief Camp is just ahead and suggests you prepare to exit the bus. Out the vehicle's front window, you can see the huge, arched gates of the camp. As the bus pulls to a stop, security guards dressed in white start escorting your new friends off.

BEHIND THE SCENES

Unless the runners get back to the enrollment center within three hours after the end of their application interview, the bus to Hope Relief Camp leaves without them. They can catch the next one, but that leaves them less time to deal with all of the upcoming deadlines (see the timeline in the **Introduction**, p. 10).

Surprise, surprise, no one searches the runners for weapons before they get on the bus. That gets taken care of when the runners reach the relief camp.

Just to make the runners' lives tough, the bus has no air conditioning and the windows cannot be opened or rolled down. The weatherman has warned that today is going to be a hot one and recommended spending the day on the beach or in the pool. Unless the runners have some means by which to ignore the smells (such as olfactory inhibitors), they must make periodic Body (4) Tests (at the gamemaster's discretion) to avoid getting sick.

The bus parks just inside the relief camp's main gates, and the driver politely asks everybody to exit. Several security guards, known as peace enforcement officers (PEOs), stand outside the bus and perform security checks on the new arrivals. They search all personal belongings and use scanners to determine if anyone is trying to smuggle weapons or other illegal objects or substances into the camp. The reason Project Hope conducts this search at the gates rather than when the people get on the bus is simple—the camp treats its land like corporate territory.

Searching an otherwise law-abiding citizen without a warrant or probable cause is illegal in the UCAS, but the minute said citizen steps into the Hope Relief Camp, they're on corporate land and subject to the rules of Project Hope. (Technically, Project Hope is not a multinational corp and therefore does not have extraterritoriality. However, most people will simply accept the guards' right to do what they want because they act as if they can.)

The four PEOs spend an hour searching all of the new entrants. Fortunately for the runners, they are near the end of the line and so have a few minutes to try to hide their gear (if they were foolish enough to bring any). Whenever a runner attempts to conceal something, one of the PEOs makes a Perception Test using the runner's Dexterity as the target number. If the test succeeds, the guard notices the runner doing something suspicious. The runners can do little about the electronic security equipment, though theoretically they can avoid detection by passing their gear from person to person while the others are being searched (a tougher maneuver than it looks, chummer). They might also try stashing their gear nearby and retrieving it after the security sweep. Ultimately, the runners must do some juggling and fast-talking if they want to keep their toys. The detection equipment consists of an Absolute Security chemsniffer and an Encyon Industries metal detector, both Rating 5. Use the rules on p. 50 of the **Gamemaster Information** section to simulate the sweep.

If the PEOs discover a runner packing cyberware, they use the metal detector to determine exactly what kind of tech the runner has. Non-lethal mods such as cybereyes and chipslots are fine, and the owner is free to enter the camp; however, Project Hope notes the cyberware in its computers (add 1 point to the Universal Brotherhood Awareness Point Total). If the runners carry anything lethal, the security guards take the time to "peace bond" the offending mods. The bond locks the cyberware and prevents the owner from using it—guns do not fire, cyberspurs stay retracted, and so on. Removing such a bond requires a successful Biotech (5) Test. The base time is 4 hours (it's much easier to stop something from working than to get it started again). Apply appropriate modifiers for lack of access to tools and the like (see pp. 182–83, **SRII**).

Once the runners have successfully passed the security check, the guards tell them to register and point them in the direction of the registration building (go to **Hope Relief Camp**, p. 23).

If the runners do not reach the camp via the bus, they can still enter the camp legally by applying at the registration office inside the camp gates. Because they have not been approved by Project Hope's computer, a guard searches them and escorts them to the office. In this case, they have a much more difficult time hiding anything from the PEOs.

Peace Enforcement Officers (4)

B	Q	S	C	I	W	E	R	Armor
9	8	9	2	4	2	4 (A)	8*	9/7

*Receives a +10 Initiative bonus

Initiative: 18 + 1D6

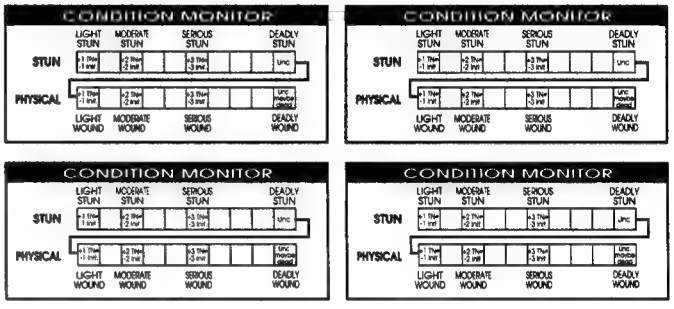
Threat/Professional Rating: 5/4

Skills: Armed Combat 3, Etiquette (Corporate) 2, Firearms 6, Security Procedures 3, Stealth 6

Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/4 extra clips, Gas Vent III Recoil Compensation], Armored Suit [(8/6) w/Helmet (1/1)], Commlink, Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L, w/4 extra clips, Laser Sight], Low-Light/Thermographic Goggles

Because UCAS-style rules and regulations do not apply to the PEOs, they enjoy a tremendous amount of legal freedom. At a single word, they can put a suspect through an interrogation that would make Stalin queasy. They claim, however, that this overwhelming power has not gone to their heads. They're strictly professional, chummer. (Yeah, right.)

Actually, these buggers are flesh-form ant soldier spirits—(meta)humans who have merged with insect spirits. In the cases of these PEOs and most other flesh-form spirits the runners will deal with, including Jonathan Tung, the "merge was good." In other words, these individuals had strong enough Willpower Ratings and senses of self to retain the memories, personalities, and physical appearances they had as (meta)humans (for more information, see p. 102, **Grimoire II**). These PEOs (and Tung) are physically indistinguishable from normal (meta)humans. They can mask their auras, and the power of the Hive Queen further enables them to conceal their true natures. For additional details, see p. 48 of the **Gamemaster Information** section.



ADDITIONAL CAMP SECURITY

The entire camp is surrounded by a chain-link fence eight meters high, topped with three strands of razorwire. If the runners ask any Project Hope employees why a peaceable place like the relief camp needs a big fragging fence, they hear the official party line: the fence protects the camp workers from the squatters and gangs that terrorize Glow City. ("It's not that the unfortunates outside aren't welcome, you understand. We'd just prefer that they apply through normal channels rather than swarming over the fence.")

Project Hope employees carefully fail to mention that the security provisions are even more extensive than they appear. The fence is reinforced and electrified—it has a Barrier Rating 24 against vehicles and similar "projectiles," and enough juice to deliver a hair-raising, 14S-damage surprise to anyone who touches it. (No matter what the trids show you, *ornae*, there ain't no way to notice from ten meters away that a fence is electrified.)

DEBUGGING

The worst thing that can happen in this encounter is if the runners go crazy and start blasting away at the guards. This adventure requires patience and perseverance; if the runners decide to blow it just because they don't like other kids playing with their toys, they stand to get locked away in the Big House or geeked. If they get testy, calm them by having the guards remind them that any weapons will be confiscated only for the duration of their stay.

Go to **Hope Relief Camp** (p. 23).

HOPE RELIEF CAMP

TELL IT TO THEM STRAIGHT

When the runners get past the gate security, read or paraphrase the following:

Project Hope's propaganda speech about bringing life back to the Barrens didn't prepare you for anything like this. You wander down the street feeling as if you've traveled 100 years into the past. Trees and flowers are growing along the sidewalks, the buildings are freshly painted, and strangest of all, the people actually seem *happy*. Never in your life have you seen people this content (not without the aid of dreamchips, anyway).

Just ahead you spot two men working on the side of a building. One seems to be teaching the other how to use an autohammer. The teacher notices you, seems to think for a second, and then runs over. He looks to be in his mid-fifties, surprisingly muscular and dexterous for his age. He has dark skin and black hair cropped short.

"Hello," he says, shaking your hand. "My name is Jonathan Tung; welcome to the Hope Relief Camp. I try to meet every new enrollee who comes here. I'm the camp director; if you have any questions, please don't hesitate to ask me."

Once the runners have finished asking Mr. Tung questions about the camp (see *Behind the Scenes* for some of his responses), read the following:

"It has been such a pleasure speaking with you," Tung says warmly. "I could talk about the camp all day, but I have many duties I must attend to. If you wish to ask me more, you can find me in my office from ten in the morning until noon, and from four in the afternoon until six. If you can't find me there, I'll be somewhere around the camp, generally making myself useful."

Tung gives your hand a final shake and runs back to help his friend.

HOOKS

The camp is abso-fraggin'-lutely beautiful—Project Hope has spared no expense to bring life back to the area. The runners have grown up amid the steel-and-concrete mean streets of the Seattle sprawl, and this oasis of lush greenery and social harmony should evoke something damn near to a religious experience in them. Reflect this when describing the surroundings—the sun is shining brightly, the birds are singing, the people are all clean and well-fed and happy. These strange sights may fill the runners with joy or revolt them, but they should definitely make them feel completely out of place.

BEHIND THE SCENES

Throughout this encounter, the gamemaster should keep in mind the following information from the **Plot Synopsis** (p. 8). As noted earlier, Project Hope is merely a shell company for the Universal Brotherhood. Even the Project's closest partner, Renraku Computer Systems, does not know the Project's true nature. (If they did, they would pull out as quickly as possible.) Using Renraku's money and the constant influx of homeless people to the camps, the Universal Brotherhood is creating a huge ant hive. In an underground complex attached to the Faith Relief Camp's medical facility, hundreds and hundreds of people are being cocooned and prepared for the day when the Hive Queen will share her "love" with the entire population of Seattle (see **Faith Relief Camp**, p. 38).

The Queen's most direct link to the Hope Relief Camp is Jonathan Tung. More than five years have passed since Jonathan first experienced the overwhelming love of the Hive Queen, and since then he has devoted his life to sharing that love with the rest of mankind. Though mankind seems less than willing to join in this beautiful bonding, Jonathan believes that it is his duty to bring the Queen's love to them by whatever means he can. In his mind, his cause is just and noble, and this knowledge keeps him warm and snug in his bed at night.

Jonathan knows the only way to raise the kind of money required to create the new hive is through funding from Renraku. Though Project Hope's experimentation on the enrollees saddens his heart, he sees it as a necessary sacrifice for a greater good.

TALKING TO JONATHAN

The runners see Jonathan Tung about halfway to the registration office. After he gives the little speech in **Tell It To Them Straight**, the runners will most likely ask the following questions, to which Tung gives the answers listed below. The gamemaster should roleplay Tung as caring and friendly, almost too good to be true.

How many people are here?

"That depends on what you mean by 'here.' There are several camps located in other parts of the Barrens. Almost everybody comes to Hope Relief Camp for training and then gets transferred to a camp where his or her skills can be put to the best use. This relief camp is home to 200 people right now. Together, the camps contain more than 2,000 enrollees."

What do you do?

"As director, I'm responsible for the welfare of everybody in the camp. I like to think of them as my family. I do anything that needs doing. If we're low on supplies, I make sure that someone orders enough. If the crops are doing poorly, it's my responsibility to find out why and suggest a solution. If someone needs help with an autohammer, I teach them how to use it. Things like that."

What are we supposed to do?

"Your first responsibility is to report to me any problems you find in the camp. After all, how can I do my job if I don't know what needs to be fixed? Other than that, the Project Hope computer will determine the job you're best suited for. Once given a job, do it to the best of your ability. That is all we ask."

Awkward Questions

If the runners are stupid enough to start asking questions about Renraku, the Universal Brotherhood, missing FBI agent Clint Ranger, or anything else of that nature, warning alarms go off in Tung's head. He immediately becomes suspicious of the runners, and quietly tells the guards to keep a very close eye on them while he determines how best to deal with them. Add 2 points to the Universal Brotherhood Awareness Point Total (see **Gamemaster Information**, p. 51). Once Tung has finished answering the runners' questions, he walks back to the man he was helping.

EVERYTHING LEGITIMATE

At this point, the runners should go to the registration office for processing. The small building is just a short walk down the street, its facade brightly painted with the Project Hope logo. When the runners enter the registration building, an attendant asks for their names. Then they each receive a clean set of clothes and directions to their new home. The following section describes where the runners will live, what kinds of work they will be called on to perform, and so on.

Because most of the new arrivals at the Hope Relief Camp are extremely filthy, they usually need some pretty serious cleaning. Not to worry, though—the staff at the camp is more than well-equipped to deal with the host of odors, insects, and other baggage the new entrants bring. For the next four hours, the runners are going to wish they had chosen a different line of work. (Taking on Aztechnology and DocWagon might not seem like such a terrible choice after all ...)

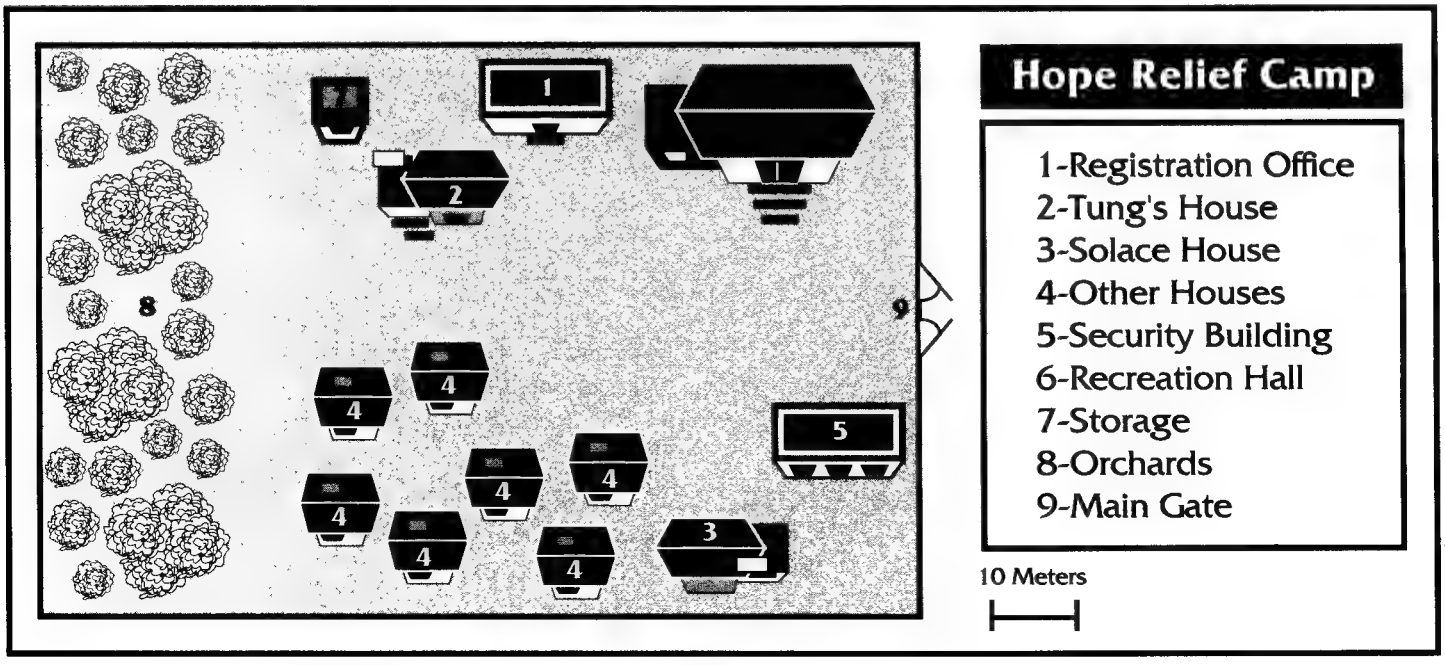
For starters, the runners receive an extremely hot shower, using water laced with a variety of chemicals designed to convince parasites and other organisms to choose a new place to live. The chemicals irritate the skin, leaving the runners feeling tender and sore all over. Most enrollees do not find this too much of a problem, because the lucky victim gets a chance to sleep off his discomfort on the first night. The runners, however, will undoubtedly want to do a little snooping around on their first night. As a result of the shower, anything that touches the runners' skins for roughly 24 hours afterward feels like fire (who's the joker who put sandpaper in my shirt?). Anytime a runner is surprised by something rubbing against his or her skin, he must make a successful Willpower (4) Test to keep from crying out in pain.

Solace House

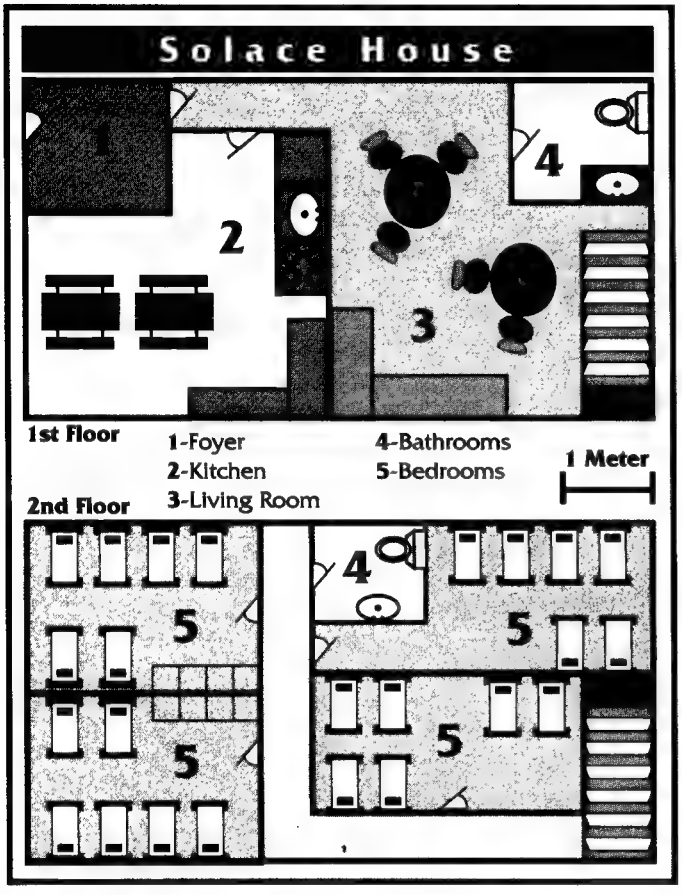
The runners' new home is in the northeast corner of the camp, a freshly painted, two-story building with the word "Solace" stenciled above the door. It ain't much, but it's home.

The house contains four large bedrooms, two bathrooms, a communal kitchen, and a communal living room. None of the doors have so much as a latch, let alone a maglock. (Locks don't fit with the philosophy of Project Hope, chummer.)

Taking interior–decorating tips from the military, Project Hope has provided each bedroom with enough bunk beds to



sleep 12 and an equal number of storage trunks (most of the residents have few personal possessions). The living room contains a bolted-down computer terminal, which the inhabitants can use to read Project Hope's literature. The terminal's access is severely limited; the machine can only be used for enlightening oneself with the Project's teachings and philosophy. The runners cannot use it to go gallivanting around the Project Hope computer system or to connect with the Matrix.



Nice Work If You Can Get It

Once the runners get settled in, they must work the same schedule as the rest of the enrollees. The day starts early in the Hope Relief Camp, as the runners find out soon enough. Every morning, Jonathan Tung personally wakes his entire "family" at precisely 7 a.m. (escorted by several security guards to protect him from members of his family who might not be morning people). After the enrollees eat breakfast, the computer terminal in the living room of each dwelling posts each enrollee's responsibilities for the day. Have the runners end up with some grueling and mindless task, such as hoeing the fields or scrubbing the cabin floors. They work almost non-stop throughout the day; in fact, at the end of every work day the runners must make Damage Resistance Tests to resist the equivalent of an 8S Stun attack brought on by fatigue and exertion. The runners can only use Body dice for this test (no Combat Pool) though they can expend Karma Pool points for this test. The runners are working *hard* and should be beat by the time evening rolls around (just in time for dinner and evening counseling sessions. Oh joy.). After that, it's lights out until morning. The runners follow the daily schedule below:

Hope Relief Camp Schedule

7:00 a.m.	Wake-up call
7:15 a.m.	Breakfast
7:45 a.m.	Daily work assigned
8:00 a.m.	Work begins
12:30 p.m.	Lunch (delivered at work site)
1:00 p.m.	Work resumes
6:00 p.m.	Work ends
6:15 p.m.	Dinner
7:15 p.m.	Group counseling begins
9:30 p.m.	Counseling ends
10:00 p.m.	Lights out

Group counseling consists of groups of eight individuals sitting around with a Project Hope counselor and discussing what miserable piles of drek their lives are. Project Hope requires active participation in these sessions; those not interested in helping themselves receive extra personal attention.

NATURE'S DELIVERYMEN

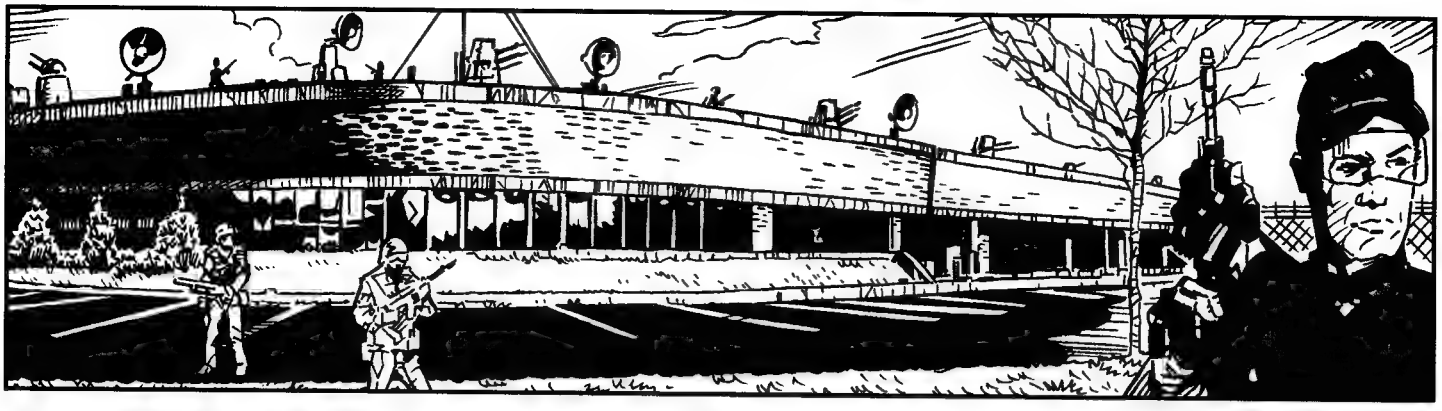
Whenever the camp needs new supplies of water and soil, trucks from New Dawn Environics deliver a new shipment. The runners have never seen such crystal-clear water or dark, rich soil. These supplies have enabled the crops at the various relief camps to thrive. The runners may hesitate to drink the water, but it's the only water in the camp, so they have no choice. Don't worry, chummer, there's nothing wrong with it. So what if it used to be toxic effluent?

CAMP SECURITY

As noted in **A Glimmer of Hope** (p. 21), Project Hope has spared little expense to make sure its secrets are well protected. The camp's security guards are well armed and supplied with the latest chemical and metal detectors. Only the truly stealthy (or the truly bimble-brained) would try to sneak past them.

Project Hope claims it does not want to force anybody to follow its agenda. If an enrollee decides the program is not right for him, he can leave at any time. He is free to walk out through the main gates of the camp, which open into the most dangerous part of Seattle. From there, he can walk all the way back to downtown Seattle (buses and cabs stopped running out this way years ago) and resume living under stairwells and eating out of dumpsters. Needless to say, not many enrollees decide to leave Project Hope.

Getting out is easy; getting in is the hard part. Prospective enrollees may enter a camp only after completing the application process and submitting to thorough background checks. The runners may want to penetrate camp security in order to get weapons; unable to smuggle much (or anything) into the camp, they might plan to go over the wall, cop some black-



market goodies, and then slip back in. If the runners did not formally enroll, of course, they will need to sneak into the camp.

The peace enforcement officers posted at the main gate (for statistics, see **A Glimmer of Hope**, p. 22) typify the guards posted around the camp. Fourteen PEOs are stationed in the camp, a third of whom are on duty at any given time. The PEOs carry AK-97 submachine guns and Fichetti Security 500 light pistols. Because of the dangerous gangs running around the area, the PEOs have explicit orders to fire at anyone trying to sneak into the camp. After dark, the guards wear night-vision goggles so that nothing gets past them. They also keep in constant contact with the camp's main security station; each PEO calls in every 10 minutes to update his or her situation. In addition to the fourteen PEOs mentioned above, two shamans guard the camp from magical intrusion.

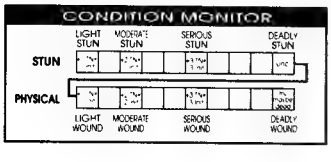
PEO Shamans (2)

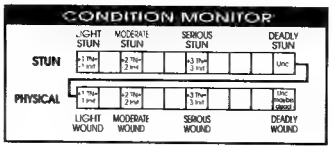
B	Q	S	C	I	W	E	M	R	Armor
3	5	4	2	5	5	6	6	5	9/7

Initiative: 5 + 1D6
Threat/Professional Rating: 5/4
Skills: Armed Combat 3, Conjuring 6, Etiquette (Corporate) 2, Firearms 3, Security Procedures 3, Sorcery 6
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/4 extra clips, Gas Vent III Recoil Compensation], Armored Suit [(8/6) w/Helmet (1/1)], Commlink, Low-Light/Thermographic Goggles, Spell Lock (Mana Barrier/3 successes)
Spells: Armor 4, Chaotic World 5, Mana Barrier 4, Mana Bolt 4, Powerball 5, Sleep 5

Officially, these shamans were hired to provide magical backup in case hostile forces try to mess up the good works of the relief camp. Few people know that these two follow the Ant totem.

The shamans patrol the entire camp astrally to ensure that no one slips in that way. Neither shaman is on duty between noon and 8 p.m. Both are protected from mental spells in the same way as are Tung and the other PEOs (see **The Hive Queen's Protection**, p. 27 of this section).

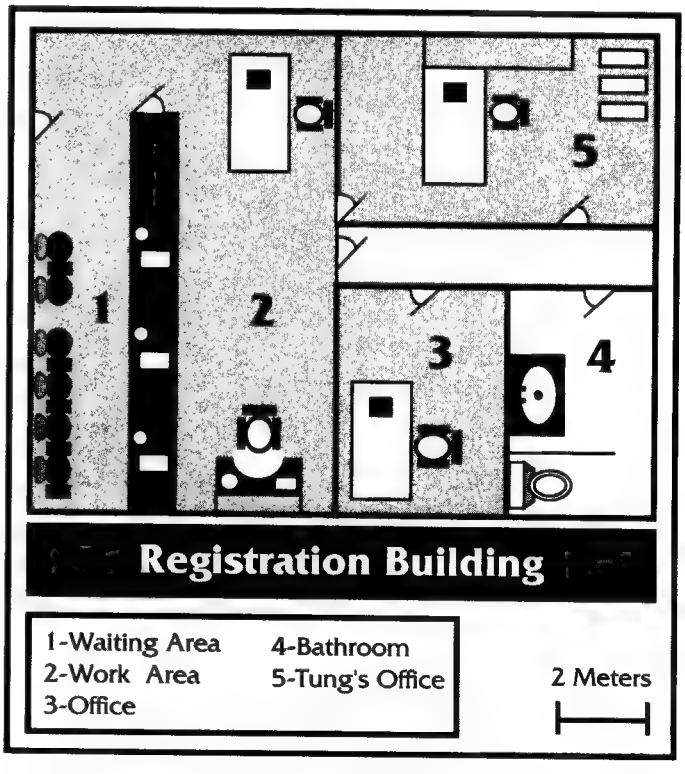




REGISTRATION BUILDING

None of the building's doors or windows have locks; Project Hope claims to be based on love and trust, and locks might attract unwanted attention. However, one PEO wanders throughout this building day and night. He checks in with the other guards every 30 minutes (note that *he* initiates the call).

Project Hope Computer System



The runners will most likely try to deck into Project Hope's database as soon as possible. If they hire a decker to snoop from outside the camp, they will quickly discover that Project Hope's computers are not connected to the outside world. A leased-line mail gateway enables the camp terminals to communicate with the enrollment office located in downtown Seattle, and the staff takes extreme care not to pass any sensitive information through this gateway even though all e-mail is encoded.

Project Hope can keep its secrets so well-guarded because the Hive Queen communicates with all of her workers telepathically. She transmits instructions to her minions via magic, not technology. If a mage somehow manages to take control of a minion's mind—without the Queen's knowledge, of course—the mage may intercept these telepathic messages (see **Running Bugs**, p. 47 of **Gamemaster Information**, for more information on the Hive Queen's powers).

Inside the camp, all the computer terminals are linked to a large, central system located in a room behind Jonathan Tung's office in the registration building (see map, p. 26). Most of the terminals, including the ones in the runners' living quarters, cannot provide access to this central system; to get at any sensitive information, the runners must use one of three terminals in the registration building. One of these terminals is located in Jonathan Tung's office, the others are in the registration office work area.

Acquiring the password is the easiest way to crack the system. Only Tung and two Project Hope managers know the password, "Springs Eternal." Fortunately for the runners, the Hive Queen has not yet embraced the two managers, and so their minds are ripe for the plucking by the runners' mage. These managers know why Renraku has been channeling money into Project Hope, but they do not know that the Universal Brotherhood is running the show. For the managers' stats (if necessary), use the Mr. Johnson archetype (p. 210, **SRII**), substituting Willpower 4. During the day, the managers are usually in the registration office.

If the runners try decking into the central system, one of them must make a Computer (9) Test. Because the system contains no IC, failing the test brings no dire consequences (lucky break!). The base time for decking into the system is 2 hours. If a decker uses a cyberdeck, he may roll a number of Hacking Pool dice equal to his Computer Skill for the test. The decker may make multiple attempts at a successful test, but the target number doubles with each additional attempt.

Once the runners have the password or have otherwise penetrated system security, they can snoop through the system. They may find many items that mention Renraku's involvement with Project Hope, but no solid numbers or data. Instead, all such items refer to directories in the Project Hope database located in the Faith Relief Camp system (see **Faith Relief Camp**, p. 38). To access additional data, the runners must deck into the directories in the Faith camp database.

The Hope Relief Camp database is an empty shell; to find the dirt, the runners must deck into the computers in other camps. The password works in the other computers also, but only for 48 hours. Project Hope changes its password every two days as a security measure, and so the runners will have to dig up the new password if they dawdle too long.

THE HIVE QUEEN'S PROTECTION

As a reward for her subjects' loyalty, the Queen extends her Willpower like a protective blanket over all of them, shielding them from unwanted and intrusive magical attacks. Anyone embraced by the Queen adds the Queen's Willpower to his or her own when defending against any spell that affects the mind.

For example, trying to probe Tung's mind requires two Resistance Tests (p. 153, **SRII**). The first pits Tung's Willpower against the Force of the mind probe spell. The second pits the Queen's Willpower against the spell's Force. If Tung cannot resist the spell with his own Willpower, the spellcaster sees into the surface layers of his mind and can probe Tung's benevolent persona as protector of his "family" in the camp. Tung will mentally "answer" any questions asked in keeping with this persona. If 3 successes remain after this Resistance Test, the caster can sense that part of Tung's mind is blocked, but cannot tell how or by whom. The caster gets a hint of the truth only if the Queen's Willpower cannot resist the spell. For the Hive Queen's statistics, see **Cast of Shadows**, p. 58.

If a magician casts a spell against the Hive Queen or one of her minions and *does not* overcome her Willpower, add 1 point to the Universal Brotherhood Awareness Point Total (see **Gamemaster Information**, p. 51). For more information on the other powers of the Hive Queen and her minions, see **Running Bugs**, p. 47 of **Gamemaster Information**.

ASTRAL INVESTIGATIONS

If a player-character magician scouts the camp astrally, he or she discovers little because the flesh-form insect spirits are effectively masked by the Queen's protection. The only clue to the guards' true nature is revealed if the magician encounters or examines a flesh-form guard while in astral space. Because the soldier spirits are dual beings (see p. 148, **SRII**), they can sense the presence of purely astral beings, and they do not hide their reaction to the astral player character. Such a reaction should tip off the player character that something is amiss. If not, seeing one of the guards in action gives the impression that they are cybered in some manner. Astral examination, however, shows none of the typical darkening, weakening, or fracturing of the aura associated with the presence of cyberware.

COMPETITION

When the runners investigate their surroundings, they may discover at least four other undercover agents sneaking around the Hope Relief Camp. Where, when, how, and if the runners run into these agents is up to the gamemaster. Information about these agents is provided in this section for convenience, but the runners may encounter any of the agents in any of the camps. Mixing these characters in with a handful of inconsequential NPCs can prevent the players from immediately recognizing the agents as important story elements.

Garder Armstrong (Universal Brotherhood Plant)

As soon as the runners acquire 1 Universal Brotherhood Awareness Point, the UB sends Armstrong to keep an eye on them. Though he looks human, Armstrong is actually a Force 6 flesh-form worker ant. Armstrong decides to do his job by tricking the runners into revealing something incriminating about themselves.

Armstrong begins by trying to befriend the runners. He dresses as just another enrollee and claims that he has been in the camp quite a while. He tells the runners that about five months ago, he overheard two managers talking about security and learned the password to the computer system. At that point, he began decking into the computer to assign himself the easy jobs. He offers to arrange the runners' work schedules more to their liking. In fact, Armstrong does not have the system password, but if he asks the Project Hope managers to make changes to the runners' schedules they will gladly do so out of their love for the Hive Queen. Once the runners believe that Armstrong has access to the computer system, they may request his help to break into the camp's database. Any such request proves beyond a shadow of a doubt that the runners have ulterior motives.

If the computer ploy fails, Armstrong tries other schemes to entrap the runners. He may sneak them some "real food" or provide them more interesting entertainment than the drek that Project Hope offers. Armstrong wants the runners to think of him as a friend with access that the runners wish they had.

Once Armstrong learns that the runners have been hired to infiltrate the Hope Relief Camp and steal sensitive information, he reports his findings to his superiors. Add 5 points to the Universal Brotherhood Awareness Point Total. Like Tung, Armstrong enjoys the protection of the Hive Queen against mental spells and can mask his aura.

Garder Armstrong

B	Q	S	C	I	W	E	R	Armor
4	4	3	3	4	4	6 (A)	3*	None

*Receives a +10 Initiative bonus

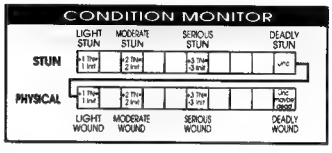
Initiative: 13 + 1D6

Threat/Professional Rating: 3/3

Skills: Computer 3, Etiquette (Corporate) 2, Etiquette (Street) 4, Firearms 4, Negotiation 4, Stealth 5

Gear: Ares Predator† [Heavy Pistol, 15 (clip), SA, 9M, w/2 extra clips, Laser Sight], Portable Phone

† Hidden in his quarters.



Ted Wiley (EPA Investigator)

As soon as the EPA learned that New Dawn Environics was taking toxic effluent off the hands of factories and turning it into clear water and arable soil, the agency decided to investigate. In their minds, it was absolutely impossible to do what New Dawn claimed it did. And yet, everyone could see the results in Project Hope's relief camps. Toxic effluent in, clean water and arable soil out.

The EPA is extremely interested in discovering how NDE performed these conversions, but the standard methods of investigation (court orders and legal browbeating) have failed. To date, the courts have turned down twelve requests by the EPA for court orders instructing New Dawn to release its secrets. Six full months into the investigation, the EPA had failed to dig up even the slightest trace of illegal activity.

Having exhausted all the usual methods, the EPA switched tactics and hired a private investigator named Ted Wiley to get to the bottom of the matter. After a little digging, Wiley learned that Project Hope was NDE's largest customer. In fact, the two companies seemed to belong to a single, larger corporation. Realizing that he could not infiltrate New Dawn without arousing a tremendous amount of suspicion, Wiley joined up with Project Hope. By the time the runners start snooping, he has been in the Hope Relief Camp one week and has already found some useful information.

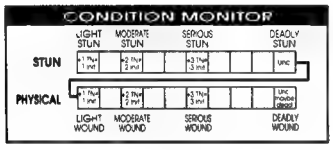
For starters, Wiley has learned everything he ever wanted to know and then some about horticulture, carpentry, and brotherly love (call them job benefits). He has also done a little decking. If he comes to trust the runners, Wiley will explain to them how the computer system works, who has the passwords, and where to find the central system. The most disturbing thing Wiley has discovered is that security seems to be a little more severe than Project Hope claims. For one thing, the guards' reactions seem much faster than should be necessary. Whether they're wired, drugged, or bioteched, Wiley does not know. He *does* know that the runners had better not underestimate them.

Wiley has also been tracking the incoming and outgoing trucks from New Dawn. On the morning of Day 5 (see the timeline on p. 10 of the **Introduction**), Wiley plans to slip onto one of the trucks delivering supplies and ride it back to the New Dawn facility. Wiley's fine little plan lacks only one thing: something (or someone) to create a diversion. If the EPA Awareness Point Total reaches 4 points, Wiley offers the runners a proposal: if they help him sneak onto the truck and slip into New Dawn, he will pay the group 10,000 nuyen when he returns.

Ted Wiley

B	Q	S	C	I	W	E	R	Armor
6	5	4	3	4	5	3	5 (6)	None

Initiative: 5 (6) + 1D6 (2D6)
Threat/Professional Rating: 3/4
Skills: Computer 3, Etiquette (Corporate) 4, Etiquette (Street) 4, Firearms 4, Government Procedures 4, Negotiation 3, Stealth 3
Cyberware: Chipjack, Cybereyes [Camera, Low-Light Intensification], Wired Reflexes (1)
Gear: None

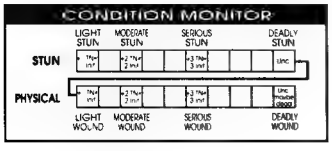


Casey Hughes (Renraku Agent)

Renraku does not trust Project Hope. (Renraku trusts nobody.) Despite its agreement with Project Hope, Renraku intends to pull all of its research data out of the Faith Relief Camp three days before originally planned (see **Plot Synopsis**, p. 8). The corporation has sent Hughes in to keep a watchful eye on the camp and ensure that nobody has gotten wise to Renraku's scheme. During the period leading up to the actual pull-out (see the timeline on p. 10 of the **Introduction**), Hughes keeps alert for any suspicious activity. During this time, almost anything the runners do will qualify as suspicious activity in her opinion.

Hughes has some clout in the corporation and was handpicked for this job. If and when she learns the runners are sporting cyberware, she has them flagged for experimentation (the doctors find it makes their job a lot easier if their patients already have cyberware implanted). Hughes carries a concealable metal detector (Rating 3), which she uses to detect cyberware.

To keep from attracting attention to herself, Hughes dresses like an enrollee. Because she wants to keep the true purpose of her operation secret from Project Hope, she only turns the runners in if they seriously jeopardize her mission. If she finds them out, she arranges their transfer to the Faith Relief Camp for experimentation.



Casey Hughes

B	Q	S	C	I	W	E	R	Armor
4	4	5	3	5	4	4.7	5	None

Initiative: 4 + 1D6
Threat/Professional Rating: 4/4
Skills: Car 4, Computer 3, Etiquette (Corporate) 4, Negotiation 5, Psychology 4
Cyberware: Chipjack, Cybereyes [Camera], Telephone
Gear: None

Enrico Sanchez (Aztechnology Agent)

Aztechnology has known for some time that Renraku is paying Project Hope to perform medical experiments on unwilling subjects. Never one to pass up a strategic opportunity, Aztech has decided to steal this ill-gotten information right out from under the noses of both Project Hope and Renraku. They know that if their people succeed, Renraku cannot legally charge Aztechnology with stealing sensitive information without taking itself down, too.

Aztechnology sent in Enrico Sanchez to make sure everything goes according to plan. Of all the agents working in the Project Hope camps, Sanchez has stayed the longest and dug up the most information. He has done some snooping in the computer system and knows the password (see **Project Hope's Computer System**, p. 26 of this section). He has also learned the exact day and time that Renraku plans to pull out from Project Hope, and has been given the honor of orchestrating the datasnatch.

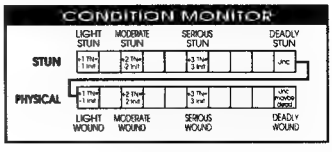
Four days before the datasteal, Enrico is transferred from the Hope camp to the Faith camp (thanks to a little decking). If he has linked up with the runners by this time and plans to use their help in stealing the info, the runners are also transferred to the Faith Relief Camp. (Details of the various raids on the medical center appear in **Faith Relief Camp**, p. 38).

Up to the day of his transfer, Enrico is on the lookout for anything suspicious. If the runners are chromed, Enrico notices; add 1 point to the Aztechnology Awareness Point Total (see **Gamemaster Information**, p. 52). If the runners break into anything that they shouldn't and Enrico just "happens" to spot them doing so, add 2 points to the Aztechnology Awareness Point Total.

Enrico Sanchez

B	Q	S	C	I	W	E	R	Armor
5	6	4	3	6	5	4	6 (8)	None

Initiative: 6 (8) + 1D6 (+2D6)
Threat/Professional Rating: 4/4
Skills: Car 5, Computer 3, Etiquette (Corporate) 5, Negotiation 4, Stealth 5
Cyberware: Wired Reflexes (1)
Gear: Bug Scanner (4), Earplug Phone with Booster, Microcamera



MISCELLANEOUS ENCOUNTERS

Several events may occur to keep the players interested during their stay in Hope Relief Camp. The timing of these events is entirely up to the gamemaster, although the event descriptions might specify a certain time of day. Some of the encounters provide much-needed clues, and others provide the runners with a little distraction. Whatever the case, run as many of these encounters as desired.

Hey Charlie, Something's Wrong with the Computer

The runners will likely spend some time trying to deck into the computer in their living quarters. Most of the time, they get the usual propaganda spiel: "As you can see, Project Hope is working hard to provide you with a clean, happy, safe place to live. Never again will you have to go without a meal in your stomach or spend a night out in the cold, driving, acid rain. With Project Hope on your side, things can change for the better. Love Project Hope, and Project Hope will love you right back."

However, during one of the times when the runners are either working on the terminal or in the same room with it, an innocent bug crashes the Project Hope system. Anyone watching the terminal sees the screen go blank for a second, and then the entire system reboots. Once the terminal is rebooted, the runners can use it for something other than listening to Project Hope touchy-feely propaganda. For two full minutes, the terminal waits patiently for someone to tell it what to do. After those two minutes, one of the system managers accesses the terminal, punches in the password and gets the whole system up and running again. Though the runners' terminal will not echo the keystrokes as the manager enters the password, a quick-thinking decker could conceivably put together a utility that *records* those keystrokes and stores them to a file. This file would then contain the password to the entire system. This remote version of "shoulder-surfing" requires one of the characters to think of it and make a successful Computer (4) Test.

Of course, the runners still need full access to the computer system to acquire any information, meaning that they must use one of the three terminals in the registration building. This encounter is not designed to let the runners bypass decking into the central system; it only gives them the password. Once they have it, they can deck into the computers in the other camps with ease.

Attempted Security Breach

At some point, preferably when the runners are sleeping soundly in their beds, a group of thrill-gangers known as the Butchers attempts to break into the Hope Relief Camp. The gang has been eyeing Hope's defenses for a couple of days and have decided to drop one of the fences by driving a truck into it. Their attack goes as planned, and a large section of the fence slams to the ground under the weight of the truck. The Butchers, however, have no idea that the fence is electrified. Not only does driving into it kill the driver and passengers in the truck, but it sends up a shower of sparks loud and bright enough to wake up the entire neighborhood. Fortunately for the punks, the drive-through deactivates the fence.

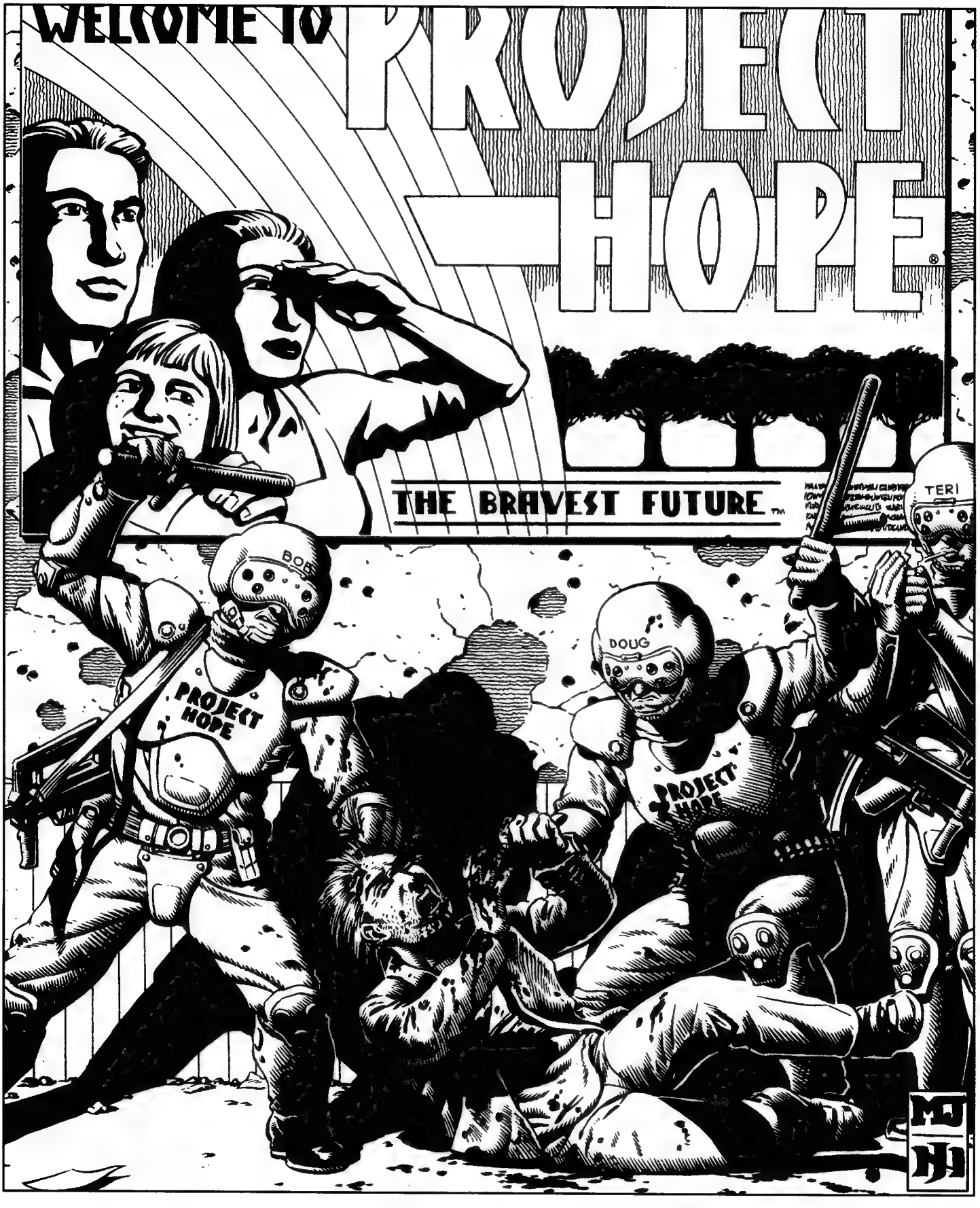
By now, the runners should be awake and running to see the show. As soon as the fence falls, 15 Butchers armed to the teeth come marching through and start firing at security guards. Gamemasters who want to bother working out the details of the fight can use the statistics given for the PEOs and shamans in **A Glimmer of Hope** (p. 21) and **Camp Security** (p. 25 of this section), and the Gang Boss archetype (p. 207, **SRII**) for the gangers' statistics. For those who choose not to run the entire firefight, the following capsule review describes what happens.

Time	Event
00:00:00	15 Butchers enter the compound and start firing at anything that moves (or even at buildings, if no better targets exist).
00:00:30	5 PEOs set up behind cover and start picking off the punks.
00:00:35	2 punks disappear in a multicolored fireball (thanks to a PEO shaman).
00:00:42	The PEOs have killed half of the punks; only one of the PEOs has taken a hit.
00:00:55	The punks begin a tactical retreat ("Run awaaaay!"). Two of them dive behind the truck for cover, the rest run off into the night.
00:01:09	The two punks hiding behind the truck vanish in another fireball.
00:02:15	10 more PEOs arrive and shoot dead all of the wounded punks lying on the ground (doesn't pay to take chances, *omae*, and prisoners are just a waste of resources).
00:04:21	Jonathan Tung's voice rings out over a loudspeaker, telling everyone in the compound that everything is all right and that they need not fear for their safety.
00:12:01	The PEOs push the truck back through the hole in the fence and start to pick up the fallen section.
00:34:45	The fence is fixed as good as new.

This encounter is designed to give the runners a hint that the PEOs are more than they appear. For some reason unknown to the runners, they move more quickly than the average security guard possibly can. They also possess some sort of magical protection (though the runners may not actually see the shamans in action—just their handiwork). Finally, this encounter should show the runners that Project Hope does not take well to people trying to infiltrate the facility. For some reason, this philanthropic organization is packing enough firepower and (apparently) cyberware to take on a small army. This discovery should scare the frag out of the runners.

Whatever Happened to Freedom of the Press?

At some point, preferably when the runners are sitting down to enjoy a delightful Project Hope breakfast, a man joins them at their table and strikes up a conversation. After shooting the drek for a few minutes, he starts asking sensitive questions such as, "So, have you seen anything strange going on here?" or "What do any of us really know about Project Hope?"


WELCOME TO
PROJECT HOPE®
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The runners should get suspicious fairly quickly. Before they can act, however, three PEOs storm into the room, grab the man and drag him away. One stays behind and tells the rest of the enrollees not to worry, everything is under control. This is the last the runners ever see of this mystery man in the camp.

In fact, the man is Andrew Mitchell, a reporter for the *Seattle Times*. Jonathan Tung caught Mitchell trying to investigate some of Project Hope's off-limits areas and decided to ship him off to the Faith Relief Camp to get a new slant on life as an insect spirit.

As a side note, Andy returns to his newspaper a few months later. He's changed; his stories seem to have lost their biting edge, and he shies away from undercover investigations. If the runners somehow make it through this adventure, they may recognize Andy's face next to one of his stories. Somehow, he escaped the final battle (in which the runners may or may not participate) at Faith camp (see **Into the Hive**, p. 43).

This encounter is designed not to make the runners investigate Andrew's disappearance, but merely to add to their paranoia.

GETTING OUT

At some point during the adventure, the runners realize they must visit the Faith Relief Camp to complete their investigation. The only legitimate way for them to get out of the Hope camp is to receive a transfer. The runners can arrange this in a few ways. If they have access to the computer system, they can coordinate the transfer themselves; however, the authorization for this transfer requires Jonathan Tung's digital signature. A successful Computer (5) Test enables the runners to piece together a fake signature from another document signed by Tung. If they do not have access to the computer, they may be able to convince Jonathan Tung to transfer them. This requires a serious amount of fast talk, but Tung is always open to recommendations from anyone who feels his or her talents might be put to better use in another camp. For example, if the runners learn that a new building is going up at the Faith Relief Camp, they might tell Tung that their carpentry skills could greatly benefit that camp.

Of course, their transfer to Faith camp could be completely out of their hands.

DEBUGGING

The runners can mess up their stay at the Hope Relief Camp in an infinite number of ways. The various Awareness Point tables (see **Gamemaster Information**, p. 52) should give the gamemaster a good idea of how to deal with the runners if they start to get out of hand. The free-form structure of this encounter may make it quite difficult to keep the adventure on track, but it also makes play more interesting by giving the runners a sense of freedom. Carefully recording everything the runners do will help when running the encounter. If the runners do anything to attract the attention of one of the factions involved, go ahead and award the appropriate Awareness Points. By keeping track of the Awareness Points, the gamemaster should get a pretty good idea of what to do next.

If the runners start acting like idiots, treat them like idiots. However, if they remain calm and play it smart, they should be able to get through this encounter without too many problems.

Presumably, the runners have learned that New Dawn Environics is involved in something mysterious (i.e., turning chemical effluent into drinking water). If they do not make this connection themselves, Ted Wiley of the EPA can point it out to them. Should the runners decide to go over the wall and visit the NDE facility, go to **New Dawn Environics** (p. 33). If the runners try to arrange their transfer to the Faith camp as described earlier in this encounter, go to **Faith Relief Camp** (p. 38).

If the runners have somehow missed all the clues and simply don't know where to turn, the merciful gamemaster can step in. For his own reasons, Jonathan Tung has tagged the runners as fine candidates for experimentation at the Faith Relief Camp. If the runners have not done something drastic in the interim, on Day 7 Tung will announce their transfer and have them sent to the Faith camp. Go to **Faith Relief Camp**, p. 38.

NEW DAWN ENVIRONICS

TELL IT TO THEM STRAIGHT

If the runners check out the exterior of New Dawn Environics, read the following aloud:

So this is New Dawn Environics. Somehow you expected something more elaborate, but the place looks just like your standard, medium-sized research facility. Actually, more like a cross between a research facility and a park. A pastoral park with a 4-meter chain-link fence and armed security officers. Weird, chummer. Very weird.

Down the street, you spot two silver tanker trucks rolling your way. As they draw closer, you can read the warnings plastered all over their gleaming sides: biohazard, toxic effluents, poison. The trucks stop at the main gate, and the drivers get out of the cabs. Security guards surround the trucks, some sweeping the cabs with some kind of detector and others searching the drivers. Seems their IDs check out; the drivers climb back into their trucks and drive through the gates. As they head toward the main building, a large door opens up in its side. The trucks disappear into the gap, swallowed up by darkness.

If the runners sneak inside the building and reach the water-processing area, read the following:

The door slides open with a swish, and you peer inside the pitch-black room. The lights from the hall behind you cast a pale glow that penetrates only a few feet into the darkness. If you want to see more, you'll have to go inside.

You take your first step into the room and nearly choke on a terrible stench. Not since the Project Hope enrollment office have you smelled anything this horrible. A miasma of toxic effluent and rotting flesh overwhelms your senses. Trying not to breathe, you take another cautious step. The room must be huge; you can hear no echo from your footsteps. You hear the faint, soft dripping of water and a slow, distant *sloshing*. This must be the effluent-treatment pool, where New Dawn removes toxins from fouled water.

You grope across the chilly, dank wall for a light switch. Thankfully, you find one. A loud click, and a row of bright phosphorescent lights leaps to life above your heads. The harsh glare blinds you for a few moments; as your eyes adjust, you look around. Good thing you didn't take a third step, chummer. Other than the thin strip of solid land you happen to be standing on, the entire room—easily 100 meters long and half again as wide—is a large pool of water covered with a disgusting brown sludge. As you watch, it pops and burbles. Now you know where the smell comes from.

You start to glance away from the pool, but a flicker of movement catches your eye. Peering out over the brown sludge, you notice something floating about 10 meters away. Before you can identify it, it slips back under the water.

Something else floats to the surface, a scant couple of meters away from the edge of the pool. It looks like a naked man, with some unrecognizable lump attached to his bloated body. Open sores cover his flesh, oozing brownish pus. You eyeball the thing attached to the corpse; it looks like some kind of insect. Suddenly, it detaches itself from the body and hisses at you.

In the center of the pool, the brown muck starts to swirl like an upside-down whirlpool. An amorphous brown shape starts to rise out of the churning sludge. As you watch, spindly arms and something that might be a head begin to take shape.

No doubt about it, chummer. Something is seriously, seriously wrong at New Dawn ...

HOOKS

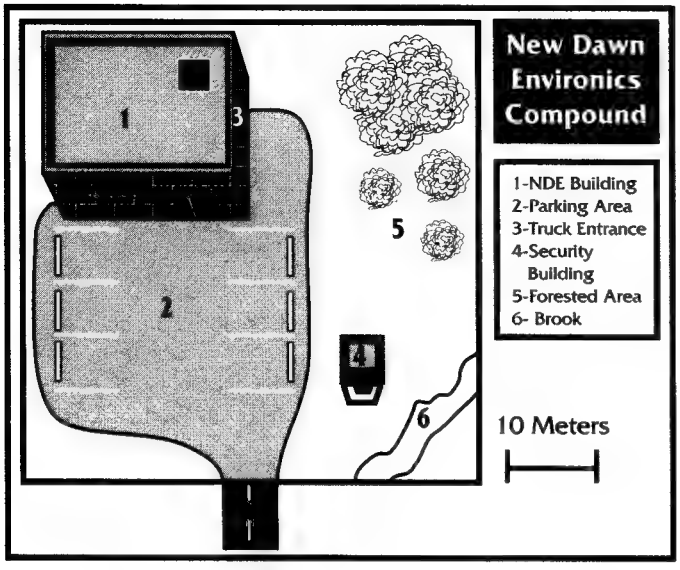
When describing the facility's exterior, use images that evoke peacefulness and natural beauty. New Dawn's motto is "At One With Nature," and outwardly, their facility reflects those words. The frightening level of security should provide a sharp, unsettling contrast to the otherwise tranquil scene. Dainty songbirds land on the shoulders of guards who sport AK-97 assault rifles, a babbling brook meanders underneath a 4-meter-high electric fence, that sort of thing.

When the runners reach the subterranean cavern of the detox room, gross them out and then scare the drek out of them. Most people have an aversion to bugs, and many also dislike dirt. Put them in a room with flesh-eating dragonfly larvae the size of large dogs, floating in a vat of toxic effluent and human waste. . . you get the picture. Give that picture to the runners.

BEHIND THE SCENES

This particular water-treatment plant is just one cog in a much larger machine. New Dawn Environics has any number of other environmental clean-up projects; in Seattle alone, the company owns more than ten different sites, including a large corporate office located in the city's downtown core. The office block is the 3-year-old corp's newest facility. The number of New Dawn-owned sites and corresponding number of employees have qualified the company for extraterritoriality. Therefore, UCAS law can do nothing to stop New Dawn's guards from shooting first and asking questions later.

Currently, New Dawn controls about 30 percent of the Seattle sprawl's waste-disposal market (the other 70 percent belongs to Shiawase Envirotech). With the success of this treatment facility, NDE hopes to increase its market share dramatically.



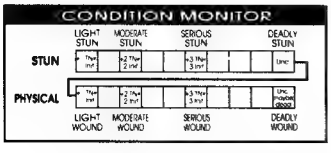
The runners can get into New Dawn Environics either by attempting to sneak in past facility security or by hitching a ride in a truck back at the Hope Relief Camp and praying that no one searches it. The runners will find the former extremely difficult to pull off; New Dawn's security rivals that of many megacorps. If New Dawn's methods ever came to light, this so-called saint in the environmental industry would find itself in serious trouble. Needless to say, New Dawn is willing to kill to protect its secrets.

Hitching a ride aboard a truck is by far the easier course. (That's easier, not easy, chummers.) The trucks go in and out so many times every day that the security guards and the drivers have gotten to know each other pretty well, and so the guards have become lax about the whole process of checking IDs. The runners should be able to slip through the cracks if they play it smart. Once inside the compound, the truck heads straight into the main building for processing. Use the Mechanic archetype (p. 208, **SRII**) for the truck drivers, adding the Car Skill at Rating 3. Statistics for the trucks appear below.

GMC 4201 Tanker Truck

	Handling	Speed	B/A	Sig	APilot
GMC 4201	3/6	35/85	5/3	2	2

Seating: Twin bucket seats + 1 folding bench
Access: 2 standard
Economy: 12 km per liter **Fuel:** MultiF/750 liters
Storage: Tanker body holds 37.5 kiloliters of standard liquids or particulate matter.



The gamemaster should determine the success of the runners' infiltration attempt based on how they do it. Do not allow them to get away with sloppy behavior; they are taking a risk, and they should not get away with it just for making the effort. Make them think, react, and act smart.

SECURITY

Though the runners probably will not realize it yet, all of the complex's security guards are flesh-form soldier ants. Because the guards wear armored suits, the runners cannot see exactly what they are dealing with. Even outside their suits, the guards look only marginally insectoid. Their multifaceted eyes could be eccentric cyberware, a few have bony ridges instead of teeth in their mouths or short bristles in place of hair, and so on.

Whenever a new truck arrives, the guards search the cab with a Rating 5 chemsniffer and the driver with a Rating 4 metal detector. Fortunately for the runners, the somewhat bored guards do not bother to physically search the truck's cargo area. Unless the runners make noise to attract attention, the guards should not notice them.

If a team mage tries to sneak into the camp astrally, he gets a big, nasty surprise. The Hive Queen has ordered three Force 4 watcher spirits to guard the camp; if anyone tries to sneak past the main fence, the watchers leap on him and kick astral hoop. If the watchers need help, three Force 5, true-form soldier ant spirits join them as backup.

The electrified fence around the facility, like the fences around the relief camps, has a Barrier Rating 24 against vehicles, and packs more juice than its relief-camp counterparts. The gates have a Barrier Rating 20. The fence delivers 8D damage to anyone who touches it, and has tons of alarms that immediately summon security guards to deal with any survivors.

Flesh-Form Soldier Ant Guards (6)

B	Q	S	C	I	W	E	R	Armor
10	9	10	2	5	2	5 (A)	10*	9/7

*Receives a +10 Initiative bonus.

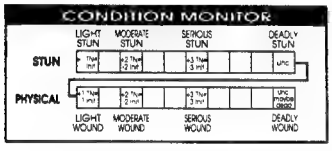
Initiative: 20 + 1D6

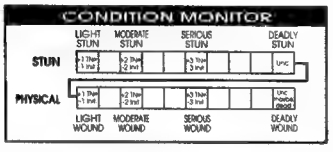
Threat/Professional Rating: 5/4

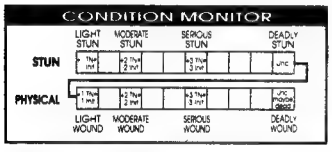
Skills: Armed Combat 3, Etiquette (Corporate) 2, Firearms 6, Security Procedures 3, Stealth 6

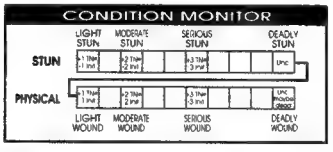
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/4 extra clips, Gas Vent III Recoil Compensation], Armored Suit [(8/6) w/Helmet (1/1)], Commlink, Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L, w/4 extra clips, Laser Sight], Low-Light/Thermographic Goggles

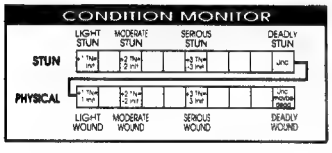
Chosen by their loving Queen for their loyalty and prowess in combat, these soldiers are under strict orders to keep hidden the true purpose of New Dawn Environics. Because of the necessity to hide their true natures, the guards refrain from using any of their special powers unless absolutely necessary. These Force 5 spirits can mask their auras, but they are not under the protection of the Queen's shared Willpower (see **Gamemaster Information**, p. 49).

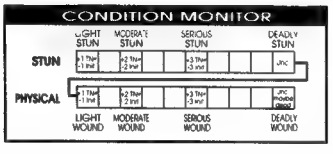












Watcher Spirits (3)

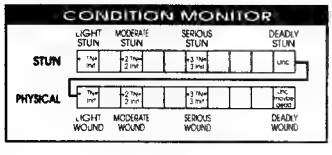
B	Q	S	C	I	W	E	R	Armor
4	4	4	4	4	4	4 (A)	4	—

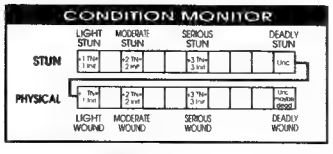
*Receives a +20 Initiative bonus in astral space.

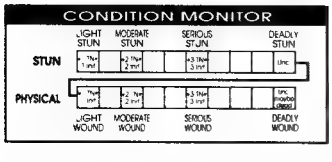
Initiative: 24 + 1D6

Threat/Professional Rating: 5/4

These Force 4, flying wedges of ectoplasm protect the astral perimeter and confines of the facility. They do not pursue intruders inside the buildings, as that territory is under the jurisdiction of the true-form soldier ants.







True-Form Soldier Ants (3)

B	Q	S	C	I	W	E	M	R	Armor
6	10 x 4	9	—	5	2	5 (A)	—	10*	3/3

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.

Initiative: 20(30) + 1D6

Attacks: 9M Physical

Powers: Enhanced Senses (Smell), Paralyzing Touch, Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

These ugly Force 5 slots never show their mandibles on the physical plane outside the complex's main building. If necessary, they manifest physically within the building and fight alongside their fellows.

NEW DAWN MAIN BUILDING LAYOUT

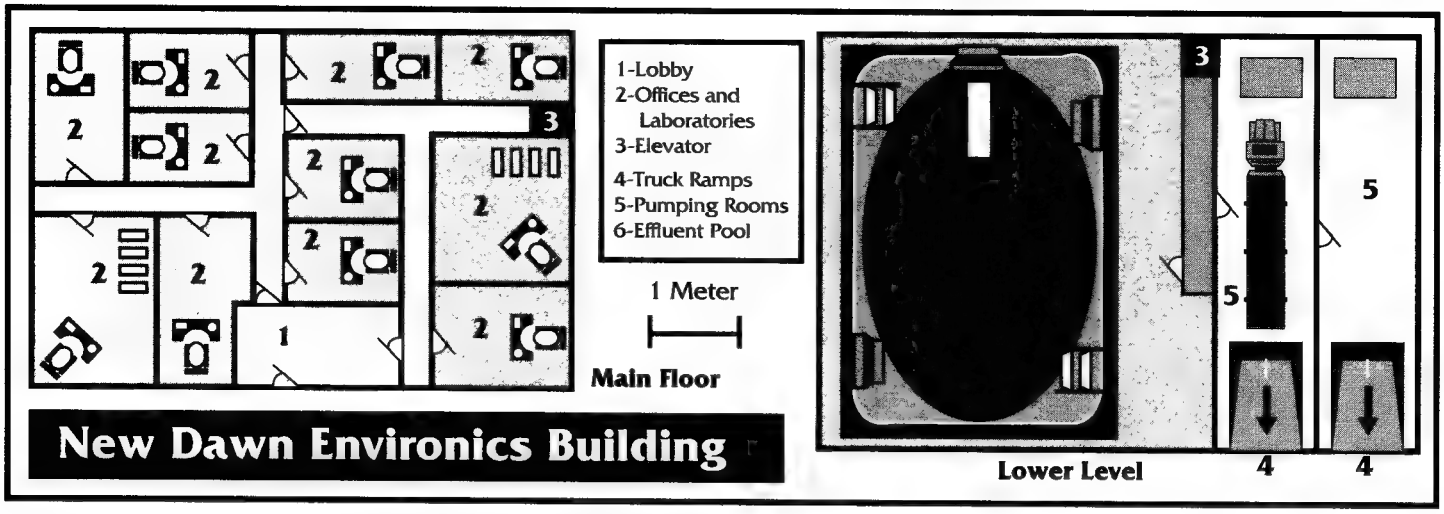
Main Floor

The main floor of the complex consists almost entirely of research laboratories and offices. Within these rooms, industrious flesh-form worker ants (Force 3) work to convert toxic waste into potable water. Some of them were once scientists, others secretaries; all now work for the Hive Queen. Their statistics appear below; if condition monitors are necessary, use the page of condition monitors in the back of this book.

Each research lab and office has a computer terminal that connects to the facility's central computer system, but neither these terminals nor the system as a whole connects to the Matrix (see **New Dawn Computer System**, following).

Five security guards patrol the first floor at all times. At least once every 10 minutes, a guard looks into every room to make sure everything is all right.

A locked elevator in the building's northeast corner leads to the lower level. Entering the elevator requires a special key card, which each of the guards carries.



Flesh-Form Worker Ant (20)

B	Q	S	C	I	W	E	R	Armor
1	9	5	—	1	1	3 (A)	3*	—

*Receives a +10 Initiative bonus.

Initiative: 13 + 1D6

Threat/Professional Rating: 1/1

Powers: Enhanced Senses (Smell), Skill (Various)

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Gear: None

These members of the hive work for their Queen; they care for nothing else. But for the Queen's mental reminders to sleep from time to time, these spirits would work until they collapsed. If threatened in any way, they run for cover, raising a piercing, high-pitched cry to summon the soldiers. The merge of spirit with host went poorly with these slots, so their true nature is grotesquely apparent to anyone who spares them more than the briefest glance.

Lower Level

The lower level of the complex contains three large rooms: two docking bays/pumping rooms and the toxic effluent pool described in **Tell It To Them Straight** (p. 33). The docking bays are on the west side of the complex; within these bays, two security guards oversee the transfer of water and soil to and from the trucks. If the runners snuck in aboard a truck, they must get past these guards. Additional docking-bay personnel include four flesh-form workers (see above) who control the pumping machinery.

The toxic effluent pool takes up the rest of the lower level. When the runners find their way to this room, read the appropriate description in **Tell It To Them Straight**. As noted in the **Plot Synopsis**, New Dawn Environics purifies contaminated water and soil through a horrible magical process. To make money, New Dawn charges various companies to take toxic effluent off their hands, hauling the toxic waste by tanker trucks to this facility and pumping the bilge into the huge pool.

Dragonfly larvae attached to (meta)human hosts float in the toxic pool. The dragonflies feed on the hosts, providing a supply of oxygen in return for keeping the hosts alive. Bound into this pool are a toxic water spirit and a toxic earth spirit, who channel the toxicity out of the soil and water and into the (meta)human hosts. This process has unpleasant effects on the hosts, bloating their flesh and blistering them with sores. A siphon from the ceiling pulls off the purified water and soil, which is pumped into outgoing trucks for transport and distribution.

When the runners enter the purifying room, they interrupt the toxic and insect spirits. All of these spirits have explicit orders to attack anyone within reach.

Toxic Earth Spirit

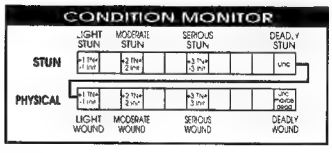
B	Q	S	C	I	W	E	R	Attacks
8	2 x 2	8	4	4	4	4 (A)	2*	4S, +1 Reach

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.

Initiative: 12 (22) + 1D6

Threat/Professional Rating: 4/4

Powers: Alienation, Concealment, Corrosive Secretions, Fear, Manifestation, Noxious Breath



Toxic Water Spirit

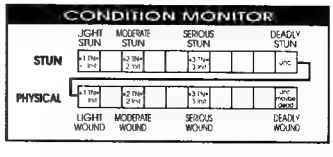
B	Q	S	C	I	W	E	R	Attacks
6	4 x 2	4	4	4	4	4 (A)	3*	4S Stun

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.

Initiative: 13 (23) + 1D6

Threat/Professional Rating: 4/4

Powers: Accident, Alienation, Corrosive Secretions, Engulf, Fear, Manifestation, Movement, Search



Dragonfly Larvae (10)

B	Q	S	C	I	W	E	R	Attacks
6	4 x 4	4	1	3	4	6 (A)	4*	4M

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.

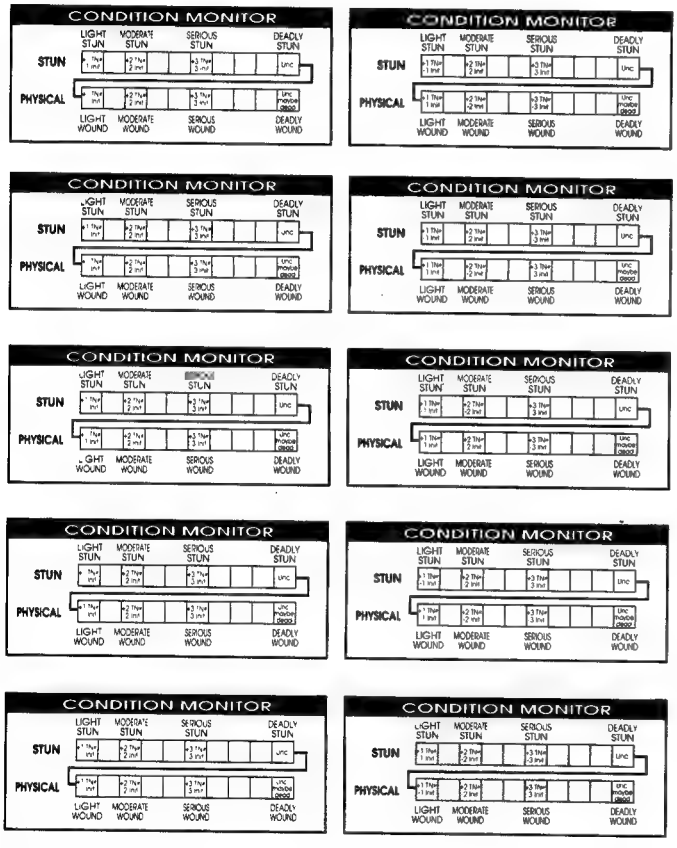
Initiative: 14 (24) + 1D6

Threat/Professional Rating: 4/4

Powers: Corrosive Saliva, Enhanced Reactions, Enhanced Senses (Smell, Hearing, Vibration),Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

These hideous buggers resemble mosquito larvae the size of a large dog, with serrated mandibles and a taste for human flesh. They are dual beings and have more intelligence than the average troll.



NEW DAWN COMPUTER SYSTEM

If the runners manage to jack into one of New Dawn's computers, they can dig up plenty of useful information. Allow the team decker to make a Computer Test against the target number listed for each category of information below. The decker may divide his Hacking Pool dice among the tests for each category; once a Hacking Pool die is used, it is considered expended for the purpose of these tests. The decker may make multiple tests for each category, but each additional attempt doubles the target number for that information. Resolve the tests in the order in which the categories are listed, increasing the target number for the next category by +2 for each unsuccessful test.

Treatment Process/Target Number 6

By piecing together lab notes written up by several research technicians, the runners can understand New Dawn's water and soil treatment process (described on p. 33 of this section).

"Bug City"/Target Number 4

This facility is completely staffed by insect spirits. Yechh.

Divisional Autonomy/Target Number 6

This facility is an autonomous division of New Dawn Environics. NDE belongs to Universal Brotherhood International, but only a handful of top execs in the corp know this. Apart from these few individuals, no NDE employee outside this facility knows of the "insect connection" or the nature of the secret process used to purify soil and water. (If the runners miss this information, conclude that *all* of NDE is bug-ridden, and act on that false assumption, they'll run into no end of trouble. Should they accuse others within NDE of being insect spirits, such outlandish claims about a respected, extraterritorial corp will send the runners' credibility right down the drekker.)

Faith Camp Experiments/Target Number 4

Because Project Hope and this NDE facility are both direct extensions of the ant hive, some identical computer information appears in both locations. One directory lists all the files contained in the Faith camp computer system. As with the computer records at the Hope Relief Camp, this file listing simply hints at what kind of information might be located at Faith. The actual files do not appear in this NDE system; if the runners want to follow up on the clues in this listing, they must go to the Faith Relief Camp. Go to **Faith Relief Camp**, p. 38.

DEBUGGING

The runners do not need the information in NDE's computer system to complete **Double Exposure**. If the runners choose not to try sneaking into the facility, they can still complete the adventure. The purpose of this encounter is to give the runners a clue to what they are up against.

Security at the site is very tough; if the runners seem likely to get caught, consider lessening it a little. Of course, if the runners do not seem to understand the meaning of the word "stealth," feel free to teach them a lesson.

Depending on the player characters' previous experience with insect spirits, they may decide to pull the plug after this encounter. In that case, go to **Picking Up the Pieces**, p. 45.

FAITH RELIEF CAMP

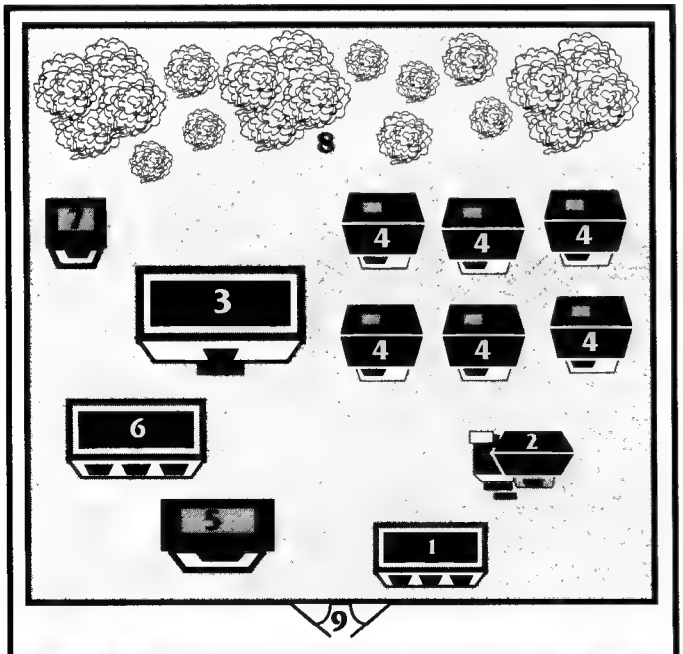
TELL IT TO THEM STRAIGHT

This run-down place makes a startling change from the prosperous, pristine Hope Relief Camp. People go about their business with expressions ranging from dull to grim; the crops are anemic-looking and touched with blight; and some of the buildings are actually crumbling. Seems odd that one camp would look so terrific, while another looks on its way to the drekheap in a hand-basket.

Oh, well—enough eyeballing, chummer. You've got a job to do.

HOOKS

Give the whole camp a sinister atmosphere, full of shadows, dark and dreary. Send the players right to the verge of a nervous breakdown by the time they reach the place where the operations are being performed.



Faith Relief Camp

1-Registration Office
2-Director's House
3-Research Facility
4-Houses
10 Meters
5-Security Building
6-Recreation Hall
7-Storage
8-Orchards
9-Main Gate

BEHIND THE SCENES

Faith camp looks like drek because nobody takes care of it. All the camp residents are too busy performing experiments or serving as experimental subjects. The Hope Relief Camp gets all the publicity, and so people think all the camps look like Utopia. Wrong, chummer. Of all the enrollees the runners may meet at Faith Relief Camp, 75 percent are slated for cybernetic augmentation or worse. Some have already gotten it.

In Renraku's corporate mind, Project Hope is collecting experimental data from surgery performed at Faith. Renraku does not know, however, that beneath the corp-financed medical center exists an ancient maze of natural caves. In these caves, the Ant Queen has begun to create a massive hive.

The paydata the runners want—computer records of Renraku's involvement with Project Hope—lies within the medical center's central computer system. Because public knowledge of this project could shatter Renraku's reputation beyond repair, the corp demanded that Project Hope set up intense security (see below).

CAMP SECURITY

Security at Faith Relief Camp matches that at Hope camp. Renraku and Project Hope *really* want to keep their doings out of the public eye. (So many secrets, so little time …) Nobody gets into the camp unless they have a bona fide transfer from one of the other camps, authorized by Jonathan Tung and containing his digital signature.

If the runners try to sneak in, they must get past the 4-meter-high electric fence with its Barrier Rating of 25 against vehicles. The electric current does 14S damage to anyone touching it. Once over or through the fence, they must contend with a multitude of flesh-form soldier ants carrying portable Rating 4 chemsniffers and Rating 4 metal detectors.

Flesh-Form Soldier Ant Guards

B	Q	S	C	I	W	E	R	Armor
10	10	10	2	5	2	5 (A)	7*	9/7

*Receives +10 Initiative bonus.

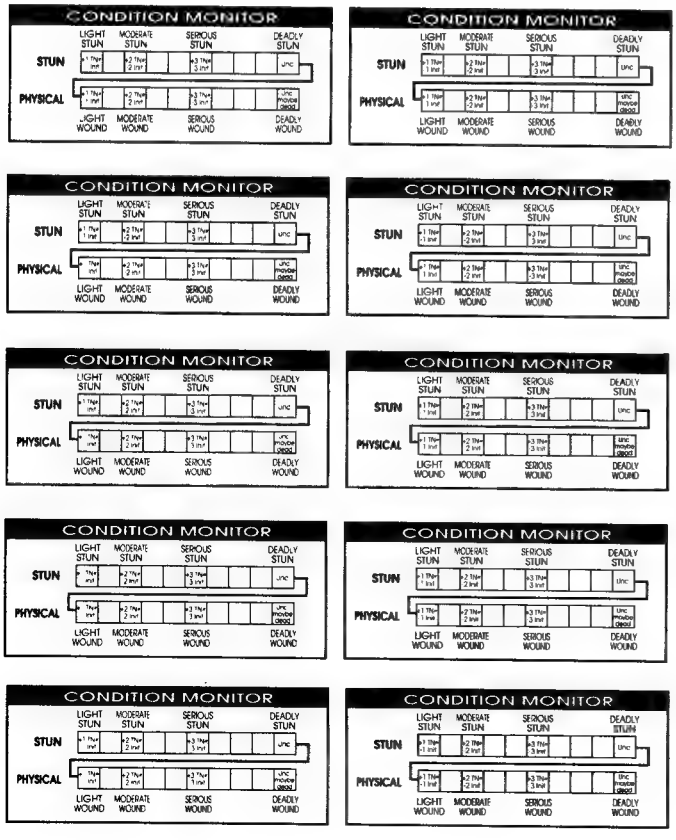
Initiative: 17 + 1D6

Threat/Professional Rating: 5/4

Skills: Armed Combat 3, Etiquette (Corporate) 2, Firearms 6, Security Procedures 3, Stealth 6

Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/4 extra clips, Gas Vent III Recoil Compensation], Armored Suit [(8/6) w/Helmet (1/1)], Commlink, Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L, w/4 extra clips, Laser Sight], Low-Light/Thermographic Goggles

Sworn to protect the secrets of the Hive Queen, these Force 5 flesh-form warriors have strict orders to kill anyone trying to break into the camp. They do their job with cold ruthlessness. Six of these heavy hitters watch the gates at all times, and another dozen or so patrol the camp at random. (The indeterminate number allows the gamemaster to tailor the level of resistance to suit his players' abilities.) All can mask their auras and are protected from mental spells by the Willpower of the Queen (see **Gamemaster Information**, p.49).



Fire Elementals (3)

B	Q	S	C	I	W	E	R	Armor
5	18	2	4	4	4	4 (A)	6*	—

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.

Initiative: 16/26 + 1D6

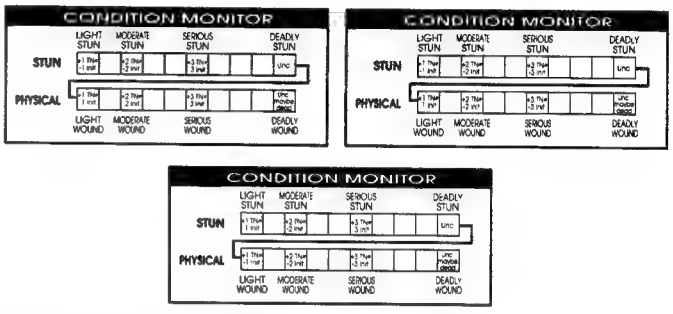
Threat/Professional Rating: 4/4

Attacks: 4M as Ranged Combat (Skill 6); Range = 8 meters

Powers: Engulf, Fire Aura, Fire Projection (always sustained without causing Drain), Guard, Manifestation

Weaknesses: Vulnerability (Water)

The Queen commanded these Force 4 fire elementals to protect the camp in order to provide acceptable-looking magical protection should Renraku bring astrally sensitive personnel to the Faith Relief Camp. These Force 4 fire elementals should prove more than a match for anyone sneaking into the camp.



AZTECHNOLOGY/RENRAKU RAIDS

Unless the runners do something to make either Renraku or Aztechnology change its plans (unlikely), both corps attempt to raid the Faith camp's medical facility. The corp hit teams have no reason to expect any opposition tougher than (meta)human security guards. (Are they in for a nasty shock ...) When either corporation attempts a raid, camp security cuts them to pieces. If the runners miss the actual raids, they hear enough rumors to give them a pretty good idea of what happened. More than likely, the runners will witness the raid (or raids); if so, describe in gory detail the pitched battle between armored corp raiders and the PEOs. Better yet, have the runners get involved. Perhaps Aztechnology wanted the runners' help in the raid, or maybe the runners have decided to capitalize on the confusion and hit the camp's computer system while the lead and magic are flying.

For the corp soldiers' statistics, use a mixture of Bodyguard, Combat Mage, and Street Samurai archetypes from **SRII**. Keep in mind that both assault squads will emphasize speed and stealth over sheer firepower, and so will probably number a dozen or less. By the time the runners realize that something is going on, the corp team(s) may well have been whittled down as unwary raiders die on the wire or get blown to bits by angry fire elementals cooking off their bandoliers of ammo and grenades. Present the battle as an exciting, fast-paced spectacle, rather than as an exercise in rolling ludicrous numbers of dice. Even if the runners get personally involved, don't bother playing out the entire combat. Keep things fast and loose, rolling only those shots aimed directly at the run-

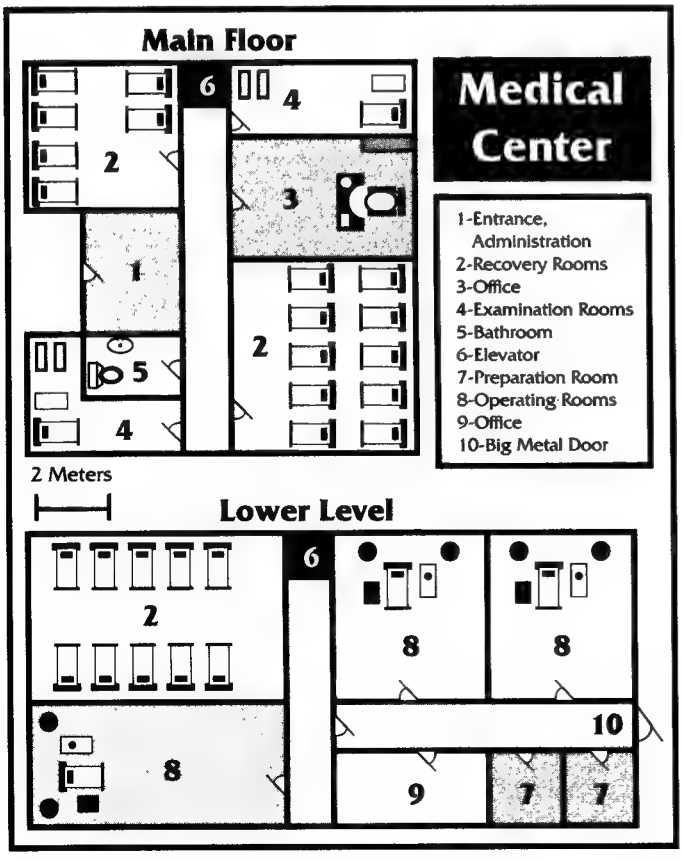
THE TRUTH
IS OUT THERE
HAZARDOUS
GOOD TIME
CALL 737-7797
DOOM
KILLED
GOODBYE KURT
me-she!
BOY I SURE AM SEXY!
JUNK
FLESH
READ SEUSS
DEBONE
MODELLED
THIS
THE LEGEND OF
BONEFIS
BOOTSAUCE

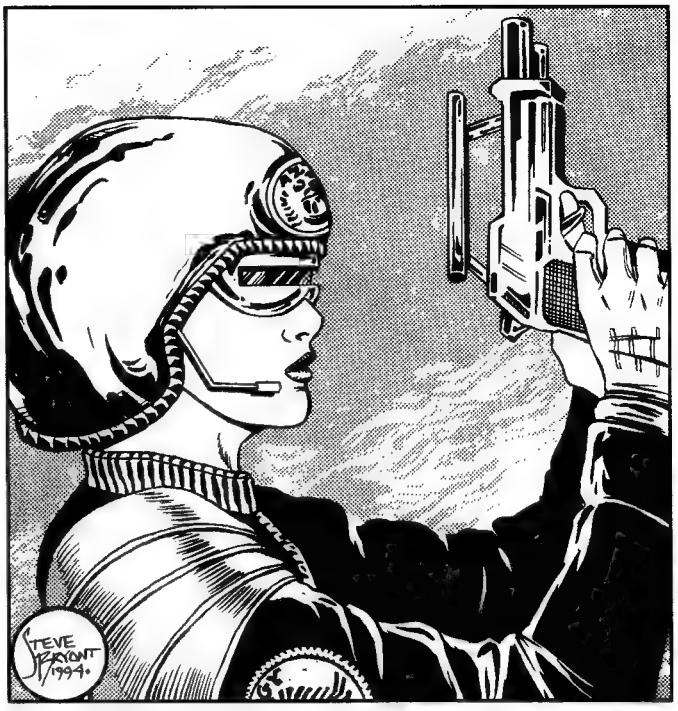
ners or fired by them. Treating all other occurrences as background gives the gamemaster unprecedented flexibility in tailoring the opposition to match the team's capabilities. Are the runners fighting on Renraku's side and about to get geeked by insects? Have a roving support squad of Renraku ops rescue them. Are the runners romping and stomping all over the flesh-form guards? Have another platoon of PEOs appear from somewhere on the other side of the camp.

MEDICAL CENTER

The medical center, a large white structure near the center of the camp, is the only real difference between Faith Relief Camp and the other camps. Project Hope likes to take care of its own, and officially the building serves as an infirmary for residents. Whenever any enrollee gets sick or injured, Project Hope provides prompt, professional medical attention within this facility. The medical center also (of course) has a more sinister purpose.

The main floor of the facility resembles a standard medical clinic, with enough beds, doctors, and nurses to care for 20 enrollees. When the runners decide to visit the medical center, they find 2D6 patients (use the Squatter archetype, p. 210, **SRII**) and 1D6 medical personnel (use the Street Doc archetype, p. 211, **SRII**). Neither the patients nor the medical personnel know any of the ugly truths about Faith camp. (Sure, chummer, some of the docs suspect that something unpleasant might be going on in the secure lower level, but they get paid far too well to ask questions.)





The Seattle Medical Bureau has inspected Project Hope's facilities and pronounced them superior to the minimum required standards. Project Hope and Renraku have gone to great lengths to ensure that nothing in the facility gives any cause for suspicion.

All of the facility's research and diagnostic computers are connected to a central processor located in the basement. Like the system in the Hope Relief Camp, the network is barely robust enough to support netrunning. Though all of the computer systems on the upper floor can bring up the directories the runners will be looking for, they cannot actually access the data. To get at the dirt (see **Getting at the Paydata**, p. 45 of **Picking Up the Pieces**), the runners must go down to the lower level.

Lower Level

To get the information they want from the computers, the runners must ride the elevator at the end of the upper-floor hallway. Getting into the elevator requires a keycard and a thumbprint. None of the medical staffers on the ground floor has a keycard; only high-ranking Project Hope personnel have the necessary clearance to carry one. The maglock, cardreader ,and thumbprint scanner are all Rating 5. Any failure to defeat, these precautions sounds an alarm in the computer room and alerts Tung. It also summons four PEOs from outside the building, who arrive at the elevator precisely 5 minutes after the alarm goes off. Unless the runners have disabled the elevator in some way, the PEOs immediately assume that intruders have penetrated the secure lower floor and head on down to take care of the problem.

If the runners reach the lower floor, they should immediately notice how different it looks from the ground floor. Whereas the upper floor looks like a patient-friendly clinic, the

lower floor is all business. In addition to an office housing the Project Hope computer, this level has four sophisticated operating rooms, a recovery room, and a preparation room. When the runners arrive, only one of the operating rooms is in use; a victim—er, *patient*—is strapped down on the table, undergoing messy experimental surgery. (Judging by the screams, Project Hope tends not to waste money on such irrelevant items as anesthetics.) If the gamemaster wants to freak out the players, he can make the poor sod on the table someone the runners met earlier in the adventure. Should the runners decide to rescue the victim in this case, treat him as if he has only one box remaining on both his Stun and Physical condition monitors. He will not be much use to the runners, and he swiftly bleeds to death unless they take appropriate precautions.

Three medical personnel are performing the surgery; use the Street Doc contact for their statistics, if necessary. These are cold-hearted professionals, the medical equivalent of mercenaries ("Have scalpel, will travel"). They know all about the experimental surgery (obviously!), and with the right incentive may tell the runners all about it. They know that a megacorp is behind everything, but they do not know that the corp in question is Renraku. They know that something weird and scary is going on behind the big metal doors at the end of the corridor, but they don't know what—and they want to keep it that way. In fact, the large metal doors at the end of the hall are the main entrance to the hive.

The runners do not realize that Jonathan Tung is in the clinic overseeing an operation. If the runners alert him in any way—say, by hosing up when getting into the elevator, or by making noise in the hallways on the lower floor—Tung realizes that Project Hope's cover has been blown. He then purges the central computer system of all incriminating data, including the paydata the runners are after: all the results of the medical experiments, plus proof of Renraku's involvement. Before purging the data, however, he downloads a copy of the relevant files onto a portable computer. Once the transfer-and-purge operation is successfully completed (within 4 Combat Turns), Tung flees with the portable computer through the metal doors at the end of the corridor. For maximum dramatic impact, orchestrate events so that the runners cannot stop Tung from purging the data and fleeing. The adventure gets much more fun if the runners have to follow their quarry through those huge, intimidating metal doors.

When the runners find the office and try to access the computer, they discover that someone has wiped both memory and permanent storage. Some slot (Tung) erased all the paydata. If a runner makes a successful Computer (3) Test and sneaks a quick look at the activity log, he can see that the data was purged only moments ago. The echoing slam of the large metal doors should cue the runners to the direction in which their quarry fled. Go to **Into the Hive**, p.43.

DEBUGGING

Have the runners come across the computer office just as Jonathan Tung is scurrying off into the hive with his portacomp. If making this happen requires abnormal levels of coincidence, so be it. If for some reason the runners have geeked Tung earlier in the adventure, use another senior manager of Project Hope who just happens to have exactly the same Attributes and skills to play his role.

Unless the runners decide to call the whole thing off as a bad job, go on to **Into the Hive**. If the runners decide to bug out (so to speak), they will most likely have to fight their way past the four PEOs summoned by the runners' attempts to override the elevator security.

INTO THE HIVE

TELL IT TO THEM STRAIGHT

Prepared for the worst, you slowly push open the huge metal door. With a soft hiss, the door opens into blackness. The phosphorescent lights in the medical center's hallway barely illuminate the passage beyond, just enough to let you see the first few feet of a narrow tunnel cut through the bedrock. The tunnel leads downward at a steep angle and almost immediately turns to the right. The tattoo of running footsteps echoes from the blackness. If you wait any longer, Jonathan Tung will get away.

Taking a deep breath of musty air, you step into the passageway.

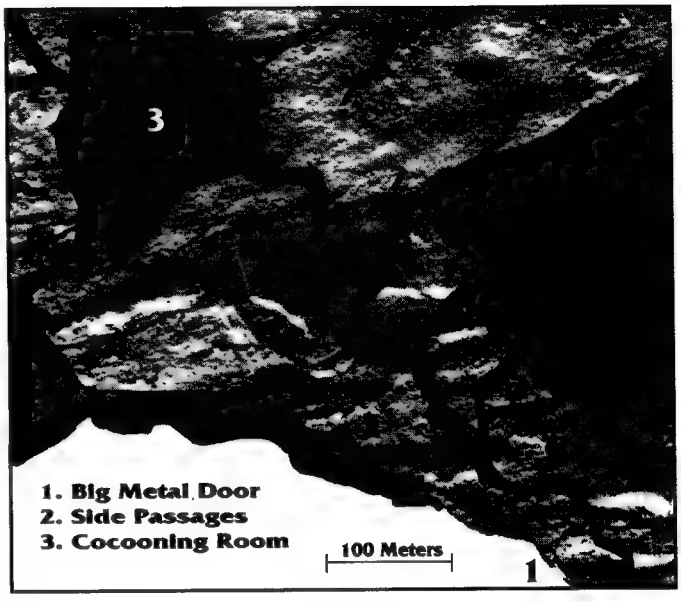
HOOKS

Once inside the passageway, the runners have entered an alien environment. The walls are covered with a repulsive green mold (food for the ants), and the air doesn't smell quite right (it smells fine to the ants). Make the runners feel disgust, disorientation, strangeness; include all five senses when describing their surroundings.

BEHIND THE SCENES

The metal door at the entrance to the hive has a Barrier Rating 35 and is normally secured by a Rating 7 maglock. Fortunately for the runners, in his panic Tung did not lock it behind him. It opens onto a tunnel carved by the hive workers that takes a few winding turns before merging with a larger, natural tunnel. Ultimately, the tunnel leads to a maze of natural caverns beneath the camp. The runners can hear Jonathan Tung running down the tunnel ahead of them. To match Jonathan's Quickness (6), the runners must run at full speed. Because the runners will go at different paces, either the fast ones must wait up for the slow ones or every runner must fend for himself. To make matters worse, the ground is smooth and slippery. Any runner who wants to run at his or her maximum speed must make a successful Athletics (2) Test each round to avoid falling. If the test fails, the runner takes no damage but must spend another round getting up to resume pursuit.

As soon as Tung realizes that the runners are after him, the Queen also knows about them because of the telepathic link between them (see **Special Powers,** p. 49 of **Gamemaster Information**). The Queen responds by dispatching a group of flesh-form and true-form soldiers from the depths of the hive to deal with the runners. Fortunately for the team, these "shock troops" take a little while to find the right passageway, so the runners have a minute or two to pursue Tung.



As Jonathan Tung runs down the turning, snaking passageway, he should be widening the gap between himself and the runners. The passageway curves and twists so sharply and so often that the pursuing runners have a line of sight to Tung very rarely indeed, and then only for a split second before he rounds another turn. If the runners want to try knocking Tung down with spells or gunfire, let them, but feel free to slap an insane number of modifiers on the attempt. (Partial cover, visibility impaired, target running, and attacker running on difficult ground seem like a reasonable start.)

After about half a kilometer, the passageway opens up into a huge cavern. The tunnel ends more than halfway up the side of the cavern wall, and the runners face a steep climb down to the floor 50 meters or so below. By the time the runners reach the end of the tunnel, Jonathan is already starting to scale down the wall (a 45-degree angle, and definitely difficult ground).

The cavern stretches for 200 meters, with fluorescent lights attached to the ceiling 20 meters over the runners' heads. Approximately 50 meters below the runners' vantage point, they can see several large clumps of cocoons. Each clump contains at least 15 separate pods. In this cocoon-filled cave, the hive transforms humans into ant spirits.

And the cavalry is on its way. At least 20 flesh-form soldier ants are at the bottom of the slope, starting to climb up. The runners have to climb down about 20 meters to reach Tung, get the computer from him, and get the frag out of Dodge before the soldiers manage to clamber up to Tung's level.

By the time the runners get the computer (assuming they do), the Queen has summoned more flesh-form and true-form ant soldiers to block their retreat. The true-form soldiers have entered the tunnel that the runners just left from smaller branch tunnels the runners "just happened" to miss on the way in. The flesh-form soldiers are PEOs, mentally summoned by the Queen from outside the medical building. The runners must deal with two Force 5, true-form soldiers and at least eight PEOs (or as many as needed to make a difficult fight). The gamemaster determines exactly when and where these combatants appear along the runners' escape route; make sure it happens at the worst possible time.

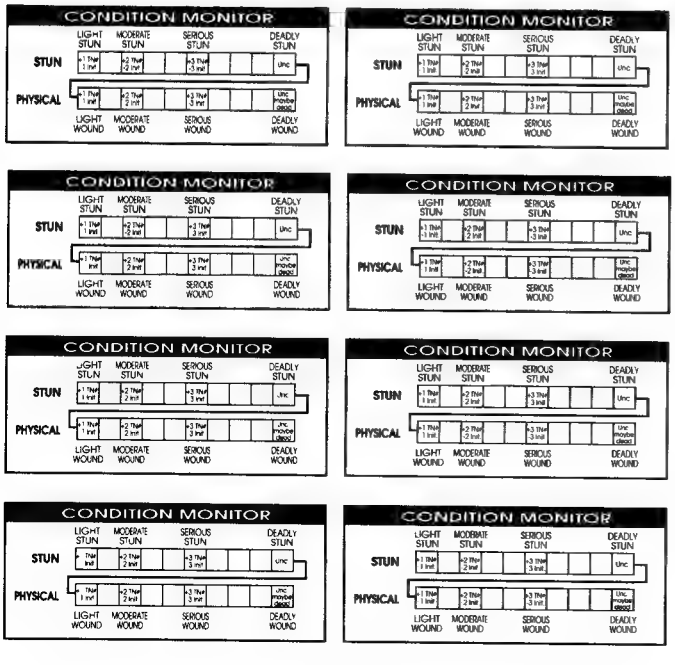
Should the runners choose to stand and fight rather than flee, the opposition becomes much greater. Fighting insects may break out of the scores of pods at any time, and scores of flesh-form and true-form soldiers are there to protect the cocoons. Only a bone-stupid or suicidal team will try to take on the hive. The gamemaster should strongly discourage such a course of action.

If the runners manage to get out of the caverns, they must still escape from the camp. The gamemaster may make this task as easy or as difficult as he sees fit. Once out, the runners will probably want to have a little talk with Juárez; go to **Picking Up the Pieces**, p. 45.

PEOs (8)

B	Q	S	C	I	W	E	R	Armor
9	8	9	2	4	2	4 (A)	8	9/7

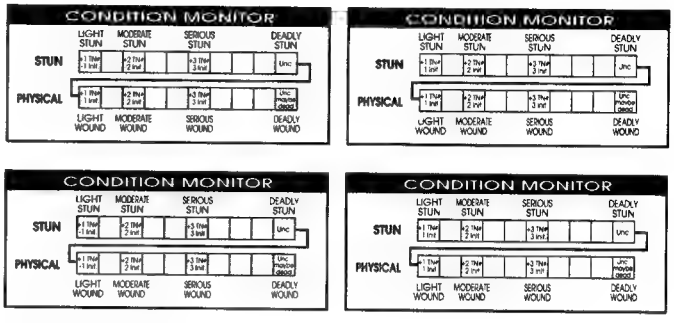
Initiative: 18 + 1D6 (includes a +10 Initiative bonus)
Threat/Professional Rating: 4/4
Skills: Armed Combat 3, Etiquette (Corporate) 2, Firearms 6, Security Procedures 3, Stealth 6
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/4 extra clips, Gas Vent III Recoil Compensation], Armored Suit [(8/6) w/Helmet (1/1)], Commlink, Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L, w/4 extra clips, Laser Sight], Low-Light/Thermographic Goggles



True-Form Ant Soldiers (2)

B	Q	S	C	I	W	E	R	Armor
6	10 x 4	9	—	5	2	(5) A	10*	3/3

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest.
Initiative: 20 (30) + 1D6
Attacks: 9M Physical
Powers: Enhanced Senses (Smell), Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)



DEBUGGING

Success in running this encounter depends on the timing. The gamemaster should balance the number of ant spirits the runners encounter against their chances of catching up with Tung, so that by the time the runners reach Tung and wrest the computer away from him, the 20 or so flesh-form soldiers approaching from below are only a couple of meters away. These foes remain right on the runners' heels as they flee back up the steep slope to the access tunnel—straight into the arms of the true-form soldiers and PEOs.

The runners finally get a clear line of sight to Tung when he climbs down the cavern wall. At last they can hit him with everything they've got: spells, high-velocity ammo, or maybe just big rocks. If it looks as though the runners cannot stop Tung, allow the strain of summoning help to distract the Queen enough so that she can no longer protect Tung from mental control with her Willpower. Such a ruling might give the runners enough of an edge to take Tung down.

If the runners (suicidally) decide to go deeper into the hive instead of running for their lives, make them regret this momentary lapse of reason. More than 500 ant spirits currently reside in the caverns; keep throwing ants against them until they pull back and head for the hills. The runners' goal is not to destroy the hive; that task falls to others in this adventure.

The runners either escape, or they die. Either way, go to **Picking Up the Pieces**, p. 45.

PICKING UP THE PIECES

This section provides information the gamemaster can use to wrap up the adventure's loose ends.

AFTER THE ADVENTURE

More than likely, the runners will succeed in getting the portable computer from Jonathan Tung. Once they possess the paydata Juárez sent them after in the first place, they have to get it to the FBI agent.

GETTING AT THE PAYDATA

Unfortunately for the runners, the paydata is encrypted and protected by the same password subsystem that guarded the central computer at Faith Relief Camp. If the runners possess the password found at the Hope Relief Camp ("Springs Eternal"), they can use it to access the computer database. If not, they must crack the files' security and the encryption. To do so requires a successful Computer (9) Test, but presumably the runners have all the time in the world to try, try again.

The database contains records of various medical experiments, which look at first like standard records of surgical procedures. Nothing in them apparently warrants the degree of security placed on them, and they are certainly nothing to kill for. A successful Biotech (4) Test, however, reveals what the cold, medical jargon is actually describing: hideously illegal procedures that are also just plain hideous. BTL chips, illegal simsense, and cybernetic limb modification (non-elective, of course) seem to be the most common procedures. The records also incontrovertibly link Renraku with Project Hope and the experimentation, and prove that Project Hope actually belongs to the Universal Brotherhood.

Renraku seems particularly interested in behavioral modification through simsense. If the paydata is correct, the corp has almost perfected a procedure known as subjective time dilation, which makes a person think that they just spent more than 200 years in hell while only 2 days have passed in the real world. Wiz—this is the dirt Juárez sent the runners to look for.

Along with this sensitive information, the runners also find a document written by Jonathan Tung. This document is heavily encrypted, and decoding it requires plenty of time. The runners may even have to pay someone else to decrypt it. If and when they do crack the document (at the gamemaster's discretion), hand them a copy of Jonathan Tung's essay (**Player Handout 1,** p. 59). This document has no direct relation to the events of **Double Exposure**; it's just a little something for the runners to think about and worry over for some time to come.

DON'T FORGET THE VID

Once the runners escape from the Faith Relief Camp, they will most likely track down Juárez. He has followed their efforts to the best of his ability, but he definitely wants all the details, including the computer files. With these files, Juárez has all the dirt he needs to convict Renraku and take them down. He has no intention of going the legal route, of course; he merely wants some leverage on the corp. If Renraku ever steps on the UCAS' toes, Juárez has the dirt to retaliate through blackmail and extortion.

When the runners give Juárez the files, he transfers the promised 15,000 nuyen to each of their accounts. He asks the runners if the copy of the files they gave him is the only one; they lie (of course) and say yes. Juárez then hands over the blackmail vids. When the runners ask if these vids are the originals, Juárez lies (of course) and says yes. (Think about it. It just doesn't make sense for either party to give up all copies of such useful information. You never know when it might come in handy ...)

BEYOND HOPE

Using the dirt the runners have dug up, the UCAS government comes down hard on Project Hope and the Universal Brotherhood. Within a week, they close down all the camps, as well as the New Dawn Environics facility in Kent. Publicly, the

UCAS announces that the camps have been closed for health reasons. In a supposedly separate operation, the FBI issues arrest warrants for the entire management team of Project Hope, citing corruption and any other charges the prosecutors can dream up. The leadership of Project Hope drops out of sight immediately, and so these warrants are never served.

The feds also issue arrest warrants for certain executives of the Seattle chapter of the Universal Brotherhood, citing tax evasion and corruption on the grounds that Project Hope is nothing but a criminal sham that the Brotherhood used as a tax write-off. (Predictably, no one says anything about the performance of illegal medical experiments on unwilling subjects.) The UCAS saturates the news media with announcements of the Brotherhood's illegal deeds, effectively discrediting the entire organization.

Apparently, however, the UCAS government declines to come down hard on Renraku. In fact, the UCAS is saving the corp dirt for potential use in an incredibly far-reaching plan.

DEALING WITH THE BUGS

Though not required by contract to do so, the runners most likely mention to Juárez the massive ant hive under Faith camp. Juárez, immensely interested, swears them to total silence. Within a day, a crack team of UCAS soldiers enters the underground caverns and plants fuel-air explosives. The explosion destroys the ant hive; nothing survives. If the runners proved a big help during this investigation, Juárez may ask if they would like to join the raid into the caverns and will offer them another 5,000 nuyen each. If the hive is destroyed, give the runners the appropriate newspaper article to read (see **Player Handout 3**, p. 61).

Despite his claims to the contrary, Juárez still has copies of the blackmail vids. If the team starts running off at the mouth about the bugs, Juárez uses the vids to shut them up. If that tactic fails, he sends a combat team to take the runners into "protective custody" until they realize it is in their best interests to shut the frag up.

The UCAS government, as well as the many corps and other organizations with moles in the government, learn in this adventure of the direct connection between insect spirits and the Universal Brotherhood. Charging the Brotherhood with corruption, tax evasion, and anything else that comes to mind, the UCAS uses every legal, borderline, and patently illegal means to shut down the organization once and for all. Behind the scenes, the FBI and various other agencies stage hit-and-run raids to root out and destroy the insect hives beneath many Brotherhood chapter houses. The established media report these events as "a spate of unmotivated terrorist violence against the troubled Universal Brotherhood." Pirate stations might claim government involvement in the raids, but few people believe them. Within a couple of months, the government manages to destroy the Universal Brotherhood as a major force in the UCAS; in certain other nations, the organization goes underground.

If the runners do not inform Juárez of the insect hive under the Barrens, they become the only ones who know of it. If they try to tell the media or anyone else, no one believes them. (The trideo "Against the Hive Masters" from the adventure **Queen Euphoria** has already destroyed any credibility they might otherwise have.) Give them the appropriate newspaper article to read (see **Player Handout 3**, p. 61).

The UCAS FBI, however, eventually figures out the involvement of the bugs once they learn the truth behind Project Hope and New Dawn. The downfall of the Universal Brotherhood is only a matter of time.

AWARDING KARMA

Because the goal of **Double Exposure** is simply to discover the truth about Project Hope and get out alive, the team receives an overall Karma Award rather than several awards based on achieving limited goals within the adventure. Because the runners earn relatively little money for all their risk-taking, the Karma Awards are high to compensate them for their trouble.

TEAM KARMA

Completing the adventure	20
Attempting to do damage to the hive before escaping (foolhardy, but valiant)	5

INDIVIDUAL KARMA

Award additional Individual Karma per the rules given on p. 199, **SRII**, at double the usual rate.

GAMEMASTER INFORMATION

This section contains information the gamemaster needs to run **Double Exposure**, including a set of rules for Awareness Points tailored specifically to this adventure. Other information included in this section duplicates and modifies game information presented in the **Shadowrun** sourcebooks **Grimoire II** and **The Neo-Anarchist's Guide to Real Life.** Changes in these rules are intended to keep players experienced in fighting bugs from knowing exactly what they are facing.

RUNNING BUGS

For gamemasters who do not own **Grimoire II** but are interested in understanding the Ant Hive mentality, the following text includes information necessary to run the hive, Queen, flesh-form and true-form ant spirits.

HERE COMES THE QUEEN

Though not a topic widely discussed in shamanic circles, a shaman can follow an insect totem. Most cultures do not consider insect spirits inherently evil, but tend to agree on their utterly alien nature.

Unlike shamans who follow other totems, those who follow an insect spirit's path are rarely chosen by the spirit. Instead, most insect shamans desire great material or magical power and seek out the potent insect spirits to obtain it. Not surprisingly, such shamans never anticipate the full consequences of their actions. Those foolish enough to believe they control the awesome power of the insect totems always end up as pawns dominated by the Hive Queen.

To create a hive requires a Queen, and to summon a Queen requires a shaman. To summon the Queen, the shaman must perform a long and taxing ritual, which (unfortunately) demands a (meta)human host for the Queen to possess. Once inside her new body, the Queen begins to corrupt it into an insectoid form. By the time the transformation ends, the host body has become a twisted parody of its former shape and the host's identity is essentially gone. The Queen has access to the host's memories, but the personality is all insect.

SUMMONING INSECT SPIRITS

Working together, the insect shaman and the Hive Queen can summon new workers to do their bidding. Because **Double Exposure** assumes that the shaman has already summoned the Hive Queen and died long ago, this section does not include rules for summoning and controlling the Hive Queen. (Those rules appear on p. 102, **Grimoire II**.)

Each day, the Queen can summon a number of insect workers equal to her Force Rating. Once summoned, the new insect spirits must incubate within a living (meta)human host. During a period of time equal to the insect spirit's Force Rating, that host body undergoes a horrible transformation as the insect spirit possesses it. The lower the host's Willpower in comparison to the Force Rating of the possessing spirit, the more complete the transformation; the success of this bonding process determines how twisted and non-human the host eventually looks. A highly successful bond results in an insect spirit that looks virtually indistinguishable from an ordinary (meta)human being.

To determine the extent of the transformation for an insect soldier or worker, make an opposed test (p. 214, **SRII**) between the host body and the spirit, using the host's Willpower Rating against a target number equal to twice the spirit's Force Rating. The Queen is summoning the insect spirit, so add +2 to the host's target number. Then consult the following table.

Successes	Result
0	A true-form insect spirit emerges, destroying the host.
1–2	The host body becomes a flesh-form insect spirit, strongly resembling a true-form insect spirit. It undergoes changes in body shape and mass, sprouts additional limbs, and so on.
3	The host body becomes a flesh-form spirit and acquires some true-form characteristics, such as chitinous armor, multifaceted eyes, underdeveloped extra limbs, and so on.
4	The host body becomes a flesh-form spirit but acquires only one of the physical aspects of a true-form spirit.
5+	The host body retains its original form and acquires the free-spirit power of aura masking, but remains under the control of the Hive Queen. Though technically a flesh-form, the spirit changes its host's appearance remarkably little. It gains access to the host's memories and can mimic the host.

In Project Hope, the Hive Queen wants most to create the final type of spirit described in the above table. Those flesh-form spirits who must spend much of their time in close contact with normal (meta)humans are chosen from among those with the closest bonds between spirit and host, as these look very much like normal people. The less-humanoid flesh-form ant workers and soldiers that resulted from less successful transformations protect the hive beneath the Faith Relief Camp.

TRUE-FORM INSECT SPIRITS

The true-form ant spirit can operate in both astral space and the mundane world. A true-form spirit looks exactly like a large ant, nearly human-sized and perfectly formed.

True-Form Worker Ant

B	Q	S	C	I	W	E	R	Armor
F – 2	F x 3	F + 2	—	F – 2	1	F (A)	F*	None

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest

Initiative: (Reaction + 10)/(Reaction + 20) +1D6

Threat/Professional Rating: (F)/4

Powers: Enhanced Senses (Smell), Skill

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

True Form Soldier Ant

B	Q	S	C	I	W	E	R	Armor
F + 1	(F + 4) x 4	F + 4	—	F	2	F (A)	F x 2*	None

*Receives a +20 Initiative bonus in astral space, +10 when physically manifest

Initiative: (Reaction + 10)/(Reaction + 20) +1D6

Threat/Professional Rating: (F)/4

Powers: Enhanced Senses (Smell), Paralyzing Touch, Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Note: When attacking in melee combat, use Force instead of Reaction for Skill dice.

FLESH-FORM INSECT SPIRITS

A flesh-form insect spirit typically resembles a bizarre cross between insect and human, often sharing the most disgusting qualities of both. After the transformation is complete, little (if anything) remains of the original host's mind; it is entirely consumed by the insect spirit which now resides in the body.

Though flesh-form spirits are dual beings, they are anchored to their physical bodies, and therefore cannot astrally project or exist solely in astral space. They can, however, view and attack creatures or people in both the material and astral planes.

Worker Spirits

The majority of insect spirits involved in Project Hope, including Jonathan Tung, fall into this category. A flesh-form worker's Mental Attributes are the same as the true-form worker's; its Physical Attributes, however, are 1 point below those of the host body. Flesh-form ant workers have the Skill power (see **Special Powers**, following) and the weakness of reduced senses (sight). Unlike true-form workers, they do not possess an enhanced sense of smell and are not vulnerable to insecticides.

Soldier Spirits

A flesh-form ant soldier exists to protect the Queen. Unlike its worker counterpart, a soldier is built for combat. Its Mental Attributes match those of the true-form soldier, and its Physical Attributes equal the host body's Attributes plus the spirit's Force Rating.

Unlike true-form soldiers, flesh-form soldiers do not possess enhanced sense (smell), paralyzing touch, or venom

power. They also do not share the true-form weaknesses of reduced senses (sight) and vulnerability to insecticides. A flesh-form soldier has no natural armor, though these spirits may wear manufactured armor.

SPECIAL POWERS

Insect spirits have access to certain special powers not described in **SRII**, mostly focused in the Queen. The Queen also possesses the standard spirit powers per the basic **SRII** rules. Powers marked with an asterisk (*) below are atypical powers belonging to the Queen in **Double Exposure**; these powers do not appear in **SRII** or **Grimoire II**. With regard to these powers, the gamemaster should decide the following questions: are the powers unique to the Queen in **Double Exposure**? Do certain other, atypical Queens share them? Or do these powers reflect a major change in *all* insect Queens summoned from now on?

Animal Control (Ants)

The Queen can send swarms of ants to gather information, attack en masse, and so on.

Compulsion

The Queen can exude a wide variety of pheromones that create overriding compulsions in (meta)humans. She can affect anyone smelling these essences, which are effective to a distance equal to her Force Rating in meters. She can also secrete the pheromones in a form that can be mixed into food or drink, used as a drug, and blended with other substances.

Share Minds*

All ant spirits under the control of the Hive Queen share a two-way telepathic bond with her. Through it, she sees and hears anything they see and hear. This telepathic link, however, only connects the Queen to her subjects. For a subject to contact another subject, each must relay messages through the Queen. This happens rarely; none of the Queen's followers particularly care to inconvenience her by asking her to relay less-than-crucial messages. (They remember what happened to a subject who annoyed the Queen too often, and the size of the bits left afterward ...)

Share Willpower*

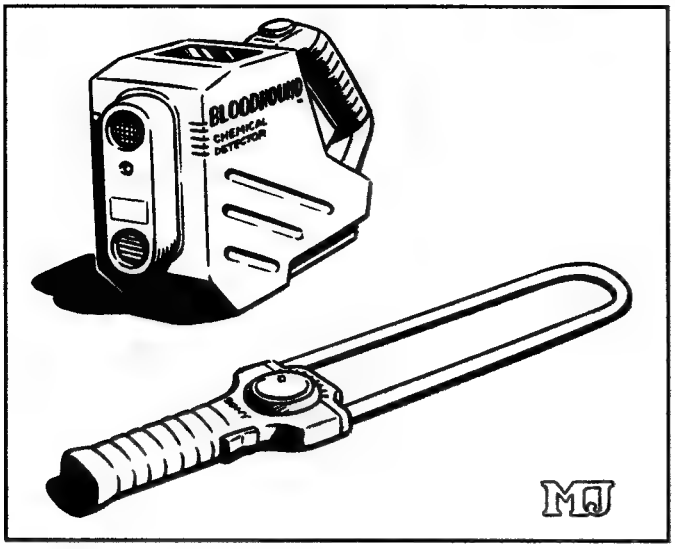
The Hive Queen can envelop her subjects in a protective blanket of sheer Willpower, which anyone attempting a mind-controlling or mind-reading spell must first overcome in order to influence the protected subject (see **The Hive Queen's Protection**, p. 27 of **Hope Relief Camp**).

Skill

When summoned, a worker can be given any nonmagical Build/Repair or other, similar skill the Queen requires. It can use this skill with a rating equal to its Force.

Summoning

This power allows the Queen to summon ant spirits to do her bidding (see pp. 102 and 104, **Grimoire II**).



WEAPON DETECTION

Shadowrun weapons use a Concealability Rating to determine how easily a weapon can be concealed from casual view or mechanical detection. This single number incorporates several factors: weapon size, how bulky and cumbersome the weapon is, and so on. In general, gamemasters can use this number to determine whether or not a metal detector registers the weapon: simply roll a number of dice equal to the rating of the detector, using the Concealability Rating of the weapon as the target number for the test. If the gamemaster achieves 1 or more successes, the detector spots the weapon.

AUTOMATIC SYSTEMS

As described above, the rating of any automatic weapon-detection system becomes the base number of dice to be rolled against a target number equal to the Concealability of a given weapon. Most commercial magnetic anomaly detectors (MADs) have Ratings from 1 to 9, at a cost of 5,000 nuyen per rating point. Hand-held, wand-type detectors have Ratings from 1 to 4, and free-standing or architecturally mounted systems have Ratings of 3 or better. Because some weapons have casings of macroplast and other non-metallic materials, such as the Glock described on p. 57 of **The Neo-Anarchist's Guide to Real Life**, these weapons should be more difficult for a metal detector to spot. The gamemaster may wish to add +1 or +2 to these weapons' Concealability against metal detectors.

A standard detector has a Concealability Rating of 5, making it fairly easy to spot. To determine whether a character notices a detector *before* he walks through it, roll a number of dice equal to the character's Perception against a target number equal to the system's Concealability. The detector can be made harder to spot, at a cost of 1,000 nuyen for each additional point of Concealability. That means if a Rating 8 system is upgraded to a Concealability of 10—making it *damn* hard to notice—the whole package costs 50,000 nuyen. (Of course, for a major corp the cost of mounting such a system on every door in their building would be a drop in the bucket.)

MANUAL DETECTION

At some point, despite their best precautions, the runners will be forced to submit to a thorough pat-down, a down-and-dirty physical search. Gamemasters should use the following guidelines to determine the effectiveness of such searches. In addition to the relative ability of the individual conducting the search, two other factors are important: how much time the "security officer" spends making the search, and how badly the searcher wants to find something.

In all cases, make a standard Perception Test against the Concealability of the weapon in question. (Roll a number of dice equal to the searcher's Intelligence against a target number equal to the Concealability of the weapon.) Apply the modifiers in the Manual Detection Modifiers Table, below.

MANUAL DETECTION MODIFIERS TABLE

Situation	Modifier
Searcher's level of professionalism:	
Average/Amateur (Professional Rating 1)*	+2
Semi-trained (Professional Rating 2)*	+1
Trained or better (Professional Rating 3 or 4)*	+0
Time spent on the search:	
Cursory (very quick pat-down, 1–2 seconds)	+2
Brisk (fast pat-down, 3–5 seconds)	+1
Standard (6–20 seconds)	+0
Detailed (21–60 seconds)	–1
Deliberate (1–2 minutes)	–2
Practically a fraggin' strip search (3–5 minutes)	–3
Strip search (6–10 minutes)	Weapon found
Searcher is:	
Intimidated/Fearful	+2
Working under normal conditions	+0
In complete control	–2

*Refers to the Professional Rating rules on p. 187, **SRII**.

CHEMICAL DETECTION SYSTEMS

Chemical detection systems appear more rarely than MAD-based systems but are generally more effective. Available in Ratings from 1 to 8, these systems cost 70,000 nuyen per Rating Point. Hand-held systems are available only up to Rating 3. The base Concealability Rating for architecturally based systems is 4, and chemical detection systems can be modified in the same manner as MAD-based systems for 25,000 ¥ per extra point of Concealability, up to a maximum of 8.

To determine if a chemsniffer detects explosive charges or ammunition propellant, roll a number of dice equal to the detector's rating against a Base Target Number of 10. Modify the target number according to the total amount of explosive being carried, per the Chemical Detection Modifiers Table, below. These modifiers are cumulative.

CHEMICAL DETECTION MODIFIERS TABLE

Situation	Modifier
For every 8 standard rounds (or portion thereof)	–1
For every 6 explosive rounds (or portion thereof)	–1
For each concussion or fragmentation hand grenade	–1
For every 2 smoke or flash grenades	–1
For every 3 mini-grenades (any type)	–1
For every 30 grams of standard (non-plastique) explosive	–1
For every 100 grams of plastique	–1

Mau-Mau the street samurai is packing his fully loaded Ares Predator (10 rounds) plus an extra clip (10 rounds), and two frag grenades. Blissfully ignorant of the risk, he wanders through a chemsniffer in the MCT skyraker. Twenty rounds of non-explosive ammo modifies the Detection Test target number by –3. Two grenades provide an additional modifier of –2, for a total modifier of –5. The Base Target Number for a chemsniffer is 10, and so the modified Target Number is only 5. Odds are, Mau-Mau's in deep drek.

AWARENESS POINT RULES

Unless the runners have done something to call attention to themselves, they receive the same treatment as any other enrollee at the relief camps. Runners being runners, of course, they will almost certainly stick their noses where they don't belong in an attempt to figure out what is going on. Depending on their actions, the runners can accumulate Awareness Points from each of the various factions involved in **Double Exposure**. The exact actions a given faction might take against them depends on the number of that faction's Awareness Points the runners have accumulated.

Though the Awareness Point Tables on the following pages contain Awareness Points to be applied in several specific situations, in many cases the gamemaster must assess the runners' actions and decide if anyone noticed them. The following examples may provide a few guidelines as to which group might notice what action:

Attempting to bring guns into the camp	1 UB point
Fighting with another enrollee	1 UB point
Owning cyberware	1 UB/RCS point
Conspiring within earshot of guards	2 UB points
Getting caught by guards in secure areas	4 UB points
Getting spotted by the EPA agent while doing something illegal	1 EPA point

UNIVERSAL BROTHERHOOD AWARENESS POINT TABLE

Points	Actions
1	The runners say or do something stupid that attracts the Universal Brotherhood's attention. For a couple of days after the incident, the runners are placed under casual surveillance by a Peace Enforcement Officer.
2–4	The runners have aroused serious suspicion. For the duration of the runners' stay in the camp, someone watches their every move.
5–7	The runners get caught poking around in secure areas. Unless they come up with a terrific explanation for their presence, the camp security guards detain them for a few days while they figure out what to do with the runners.
8–9	The Universal Brotherhood has decided that the runners pose a serious threat to the secrecy of their operation. Unwilling to waste perfectly good hosts, the Brotherhood intends to wait until the runners' guards are down, then capture them and attempt to turn them into insect spirits (see **Faith Relief Camp**, p. 38).
10+	The runners somehow managed to botch the investigation. Having learned that the runners are heavily cybered and out to break up a sweet scam, the Brotherhood intends to capture them, perform horrible medical experiments on them, and then turn them into bugs (see **Faith Relief Camp**, p. 38).

ENVIRONMENTAL PROTECTION AGENCY AWARENESS POINT TABLE

Points	Actions
1	The runners have done something to attract attention; Agent Wiley keeps an unobtrusive eye on them.
2–3	The EPA agent becomes seriously concerned that the runners may hamper his own investigation. He contacts them and demands that they stop making so much noise. If they refuse, he threatens to have them arrested. In fact, Wiley cannot arrest them without blowing his own cover, but the runners do not necessarily know that. . .
4+	The EPA agent has decided that he may be able to use the runners. He attempts to contact them and offers them 10,000 nuyen to investigate New Dawn Environics and bring back any data he can use (see **New Dawn Environics**, p. 33). If they have already investigated the corp, Wiley offers them 10,000 nuyen for any information that might hold up in a court of law.

RENRAKU COMPUTER SYSTEMS AWARENESS POINT TABLE

Points	Actions
1	Renraku suspects someone is onto them and steps up all detection systems by one level. For example, the corp replaces a Rating 4 security device with a Rating 5 device. The increased security causes the entire computer system to slow down. Though the slowdown has no concrete effect on the runners' actions, they may suspect something if they notice the change in computer performance.
2–4	Renraku has learned the runners' identities and decided that they pose a serious security threat. As soon as possible, Renraku demands that Project Hope send a group of Peace Enforcement Officers (see **A Glimmer of Hope**, p. 21, for statistics) to arrest the runners. Because the runners are on corp land, Renraku can hold them without charge for up to a week, giving the corp enough time to start closing up shop.
5+	Seriously concerned that the runners may blow its cover, Renraku attempts to pull out from Project Hope. Exactly one week after the runners accumulate this number of Awareness Points, Renraku pulls out from the Faith camp (see **Faith Relief Camp**, p. 38), unless its originally planned pull-out date occurs earlier (see **Plot Synopsis**, p. 8). In either case, Renraku takes steps to make sure the runners cannot bother the corp any more. (Arrest them, kill them, experiment on them—you be the judge.)

AZTECHNOLOGY AWARENESS POINT TABLE

Points	Actions
1–4	Aztechnology has learned that the runners are poking around the Hope Relief Camp, but the corp is not too worried about them. Enrico Sanchez approaches the runners and tells them to keep their investigations a little quieter.
5–9	Thinking that the runners might prove useful after all, Aztechnology sends Sanchez to them with an offer of 30,000 nuyen if the runners break into the Faith Relief Camp and steal the experimental data. Because Aztechnology wants to keep this data solely in its hot little hands, Sanchez tells the runners to erase all data in the computers and any backups they find.
10+	The runners can only accumulate this number of Awareness Points if Juárez sent out his blackmail data and put the runners firmly on Aztechnology's drek list. For the next two years, anyone who kills any of the runners finds 10,000 nuyen mysteriously deposited into his or her credstick account. Not a lot of cred, so the level of guttertrash that tries to slam the runners will probably stay low-class. (Null perspiration, chummer.) Nonetheless, the runners should think twice before fragging with Aztechnology again.

LEGWORK

To follow up on or discover clues in this adventure, the player characters need to investigate people, places, and situations. One of the best ways for runners to get the information they need is through their contacts. This section provides success tables containing information available to the runners from their sources.

A success test using Street or Corporate Etiquette, Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available from the contact depends on the number of successes the player achieves. Characters who achieve more than one success gain all the information available to all previous levels of success.

The gamemaster should try to make the player character's interaction with his contact consist of more than a few abstract die rolls. Play out the meeting in full; contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character rolls a number of dice equal to his Etiquette Skill to determine what information the contact knows and will impart. Once the number of successes is determined, the gamemaster can roleplay the encounter with the appropriate information level in mind. Meetings should be tailored to the "personality" of specific contacts. Some will prefer a straightforward meet in a specific place, while others will only feel comfortable with elaborate forms of information exchange.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by later tipping others to his source, or by revealing that the team may be planning to hit a group with which the contact has connections. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by placing his contact in a position where he must choose.

The question of how much the runner must pay for his contact's services, and how soon the contact may want information or a favor in return, adds another dimension to these encounters. Dealing with a contact is a two-way street; most want something in return for their help. Gamemasters who need a base-line value to determine fees for information can use the following formula. Multiply the contact's Skill Rating in his or her most appropriate Etiquette skill by the number of successes the player rolled in his Etiquette Test. Multiply that total by the sum of the contact's Charisma and Intelligence. Then multiply that final value by 10. The result is in nuyen. Gamemasters will, of course, adjust the base result to reflect the actual contact involved. Normal Negotiation procedures apply when determining the final payment for the information.

Runners may also ask their contacts to "check around," "keep their ear to the ground," or otherwise generally listen for news. In such a case, the gamemaster makes an appropriate Etiquette Test for the contact at +2 against the target number given in the information table. If the Etiquette Test results in any successes, the contact reports the appropriate information to the runner in 2D6 hours, or at a time determined by the gamemaster. This is an excellent way for gamemasters to make sure that the runners learn a certain piece of information. The cost of this service is determined as if the contact initially had access to the information (see the above formula).

The gamemaster can add complexity to legwork by acknowledging that contacts are not always available at the convenience of the runners. Arrangements must be made before the actual meeting can take place. When a player character wants to meet with a contact, the gamemaster rolls 2D6, then multiplies the result by 30. The resulting base time is the number of minutes it will take to arrange the meeting with the contact. Players may elect to trade off successes from their Etiquette Test to reduce the time it takes to reach the contact, and so receive faster, but potentially less helpful, information. In this case, the gamemaster can have the player make the character's Etiquette Test at the time he announces his intention to meet with the contact. The player should also decide at that time how many successes he will trade off to reduce the waiting period. The base time value should be kept secret.

When roleplaying the runners' contacts, keep in mind the danger inherent in their activities. Someone who accumulates and reveals other people's secrets rarely wants his career to become public knowledge; if he thinks the runners are jeopardizing his secrecy (and therefore his life), he clams up and dives so deep into the shadows that the hapless runners may never find him.

ELECTRONIC LEGWORK

Deckers may also take an active role in acquiring general information. Many electronic information services exist in the era of **Shadowrun**—public, private, and secret—and these contain gigapulses of data comprised of on-line conversations, rumors, stolen and dumped files, and the like. Deckers can create simple programs to search vast databases for key words and related terms, then download the information to their cyberdeck or Matrix-connected personal computer. Gamemasters should assume all deckers have such a program.

Virtually any information available in this section can be found in the Matrix, if one knows where to look and has the time. The base time for such a search is 2D6 hours. The decker

makes a Success Test against his or her Etiquette (Matrix) Skill, or defaults to Intelligence on the Skill Web. The target number is the same as given on the success table. Players may not use Hacking Pool dice to supplement this Success Test roll. Etiquette Test successes can be traded off to reduce the base time for receiving information. Appropriate Contact restrictions do not apply to obtaining information through the Matrix, though the player must indicate what kind of information sources he is searching. If the character is searching corporate-related databases, corporate contact information is appropriate. If the character is searching a street-level chat-line database, street contact information is appropriate.

A decker is limited in the number of subjects he can research simultaneously, based on his own abilities and the available time. The maximum number of searches that the decker can conduct at any one time is equal to half the character's Intelligence, divided by 2, rounded up. This base value assumes the decker does nothing but sit and search, continually adjusting search paths and parameters. If the character wishes to actively perform other activities, the gamemaster must decide how much time is taken up performing those other activities and adjust the base value accordingly.

SHADOWLAND

The Shadowland network is a particularly wide-ranging and valuable source of information in the Matrix. The decker may only use Shadowland for one request during the course of the adventure, in addition to his other search programs. If the decker wishes to use Shadowland, he must first find a local echo station. To do this, he must make a successful Etiquette (Matrix) (4) Test. Once the decker has located the echo station, he may post a request for information.

The gamemaster then rolls 8 dice against the appropriate target number (listed for each category of information). He or she asks the decker how many of the successes rolled he wishes to allocate to accuracy (more information) or speed (information in less time). The gamemaster should not tell the decker how many successes he rolled, but instead request that the decker give him a rough ratio: 1 success allocated to accuracy for every 2 to speed, or vice versa. Using this ratio, the gamemaster determines how much information the decker gained within how much time. The base time for all searches in Shadowland in this adventure is the average base time, 36 hours. To determine how long the Shadowland search actually takes, divide the base time for the search by the number of successes allocated to speed. The quotient represents the actual search time. The successes allocated to accuracy determine the information actually learned (consult the Success Tables as normal).

At some point after the necessary time has passed, the requested information is posted on the Shadowland network. The team decker, however, has no way of knowing precisely when the information might turn up. Deckers posting requests on the Shadowland network should check for their information every so often after the minimum time has elapsed. Once it shows up, the gamemaster uses the accuracy successes to tell the decker how much information is on the network for him.

SPECIAL AGENT SIMON JUÁREZ

Appropriate Contacts (Target Number 6)

Any Fixer, Government Agent, Government Official, or Reporter.

Successes	Result
0–1	"You got me. Some friend of yours?"
2	"Government guy, I think."
3	"Yeah, I think I know him. He's a special agent with the UCAS FBI."
4	"I hear the UCAS is looking into Project Hope; they think something illegal's going on, and Simon's their man on the job."
5+	"Cobber, you don't want to mess with Juárez. He doesn't like to get his hands dirty, even if keeping clean means letting somebody else get geeked."

PROJECT HOPE

Appropriate Contacts (Target Number 5)
Any City Official, Government Agent, Reporter, Squatter, or Street Doc.

Shadowland
Target Number 4

Successes	Result
0	"Drawing a blank, chummer. Sorry."
1	"Haven't you heard? Project Hope's the people who are bringing life back to the Barrens. Soon it'll be safe to walk the streets again."
2–4	"They're using homeless people as their work force. Bums, squatters, assorted guttertrash, you name it. Hope cleans them up, feeds them, and gives them a place to crash. All they got to do is work in the camps."
5	"Listen, something's wrong at those camps. People go there, get shuffled around, and disappear. Nobody knows where they end up."
6+	"Project Hope is a front for another organization. I don't know who owns them, but I think the same people own New Dawn Environics and a couple of other companies."

HOPE RELIEF CAMP

Appropriate Contacts (Target Number 5)
Any Reporter, Squatter, or Street Doc.

Successes	Result
0	"Got me."
1	"Hmmm. . .think I've heard of it. Isn't that the camp somebody set up out in the Glow City part of the Barrens?"
2–4	"Hope?! 'Hope you'll get out alive' is more like it. Have you seen the security at that place? It's intense. They say you can get out any time you want, but I don't believe it. Getting in, that gets even tougher. Do everything nice and legal; forget about sneaking in. They'll shoot you just as soon as look at you."
5+	"Hope Relief Camp's okay. If you get brought up for transfer to another camp, start worrying. People get transferred and just get lost. Nobody knows what happens to them."

NEW DAWN ENVIRONICS

Appropriate Contacts (Target Number 5)
Any City Official, Company Man, Reporter, or Scientist.

Shadowland
Target Number 4

Successes	Result
0	"Sure, I've heard of them. I don't think they've got enough guitars. If you ask me, music only gets better with more guitars."
1	"New Dawn, now there's a company that's actually making a difference in this drek-hole. While the rest of us are scurrying around trying to make a couple of nuyen, New Dawn is converting toxic waste into fresh, clean water and arable soil. They're saints, that's what they are."
2–3	"Without magic, the type of stuff New Dawn's doing is totally impossible. Ever notice how they shy away from revealing their process to the public? I've crunched the numbers, and they're using magic. I'm sure of it."
4	"Listen, you didn't hear this from me. New Dawn Environics belongs to some larger corp who's pulling all the strings."
5+	"New Dawn Environics and Project Hope belong to the same corp. Nobody knows who. Even though they're both small potatoes, they're extraterritorial. That can only be true if someone bigger sponsored them."

CAST OF SHADOWS

The following NPCs play principal roles in **Double Exposure**. Because they will likely appear more than once in the course of the adventure, their statistics and descriptions are grouped here for convenience. The characters are presented in order of general importance to the story. Descriptions and statistics for other, minor NPCs appear in the encounters where they first make their appearance.

SPECIAL AGENT SIMON JUÁREZ

If Simon Juárez had any idea exactly what kinds of activities he would get involved in as one of the UCAS government's finest, he would have stayed home and worked in his father's soya food store. In ten years of enforcing UCAS federal law, Simon has had to perform some truly repulsive acts, all of which he hated. It took him a decade to do it, but he finally managed to distance himself from the seedy underbelly of the UCAS FBI. Intermediaries and subcontractors now do all his dirty work, and he likes it that way.

When assigned by his superiors to investigate the Project Hope relief camps and told that Agent Clint Ranger had already disappeared, Juárez decided to approach the case from a different direction. Instead of putting his own neck on the line, he decided to blackmail—er, *hire*—some disposable help, namely, the runners.

After a tough struggle, Simon has reached the perfect spot in the FBI. He no longer has to deal with all that blood, and if a job goes badly he has a whole database of people to blame. Anything the runners do to jeopardize Simon Juárez' position only gets them on his bad side—not a good place to be, considering the resources he has at his disposal.

Attributes
- Body: 4
- Quickness: 6
- Strength: 4
- Charisma: 4
- Intelligence: 5
- Willpower: 4
- Essence: 2.6
- Reaction: 5 (7)

Initiative: 5 (7) + 1D6 (2D6)
Threat/Professional Rating: 4/3
Skills
- Car: 4
- Computer: 4
- Etiquette (Corporate): 3

- Etiquette (Government): 4
- Etiquette (Street): 4
- Firearms: 6
- Negotiation: 6
- Psychology: 3
- Stealth: 4

Cyberware
- Chipjack with Federal Laws and Regulations Chip (5)
- Datajack with 50 Mp of Memory
- Smartlink
- Wired Reflexes: 1

Gear
- Ares Predator [Heavy Pistol, 15 (clip), 9M, w/Smartlink, 50 regular rounds]
- Armor Clothing (3/1)
- Credstick (w/100,000-nuyen balance)
- Micro-Transceiver
- Portable Phone (Ear/boosted)

JONATHAN TUNG

Though Jonathan Tung seems the most important person involved in Project Hope, he is merely a cog in the machine. Before the Universal Brotherhood chose Jonathan to run the Project Hope camps, he served as public relations manager for a controversial institute known as Lifeline Education, which just so happened to belong to the Universal Brotherhood (through a complex network of intermediaries and shell companies, of course). Many times during his tenure at Lifeline, Jonathan successfully diverted and dissuaded media hounds intent on exposing the school as a glorified cult. This experience made him an ideal choice for the position of relief camp director.

Jonathan's background has made him an expert at manipulating the media and the public. In his deft hands, seemingly hopeless situations are carefully turned in Project Hope's (and the Universal Brotherhood's) favor. Jonathan's charismatic demeanor gives all the camp's new enrollees a sense of hope for their future and pride in their accomplishments. Under Jonathan Tung's management, Project Hope and the people in its care have grown and thrived.

When ant spirits saturated the Universal Brotherhood, Jonathan Tung's position as one of the Brotherhood's most public employees made it vital to the Hive Queen that he be transformed and placed under her control. Fortunately for all concerned, the bonding went well; Tung shows no overt, physical signs of his changed nature and can mask his aura. He feels nothing but intense love for his Queen, and he will do anything required to share her love with the world. For the time being, that means using Renraku's generous donations to fund the creation of an immense new ant colony.

Attributes

Body: 4
Quickness: 3
Strength: 3
Charisma: 6
Intelligence: 3
Willpower: 3
Essence: 6 (A)
Reaction: 12

Initiative: 22 + 1D6
Threat/Professional Rating: 6/4

Skills

Computer: 4
Etiquette (Corporate): 3
Negotiation: 6
Psychology: 3

Gear

Pocket Secretary
Portable Phone

HIVE QUEEN

Nearly 4 meters long, the Queen looks like a bloated hybrid of (meta)human and ant. The Queen spirit is the conduit of power for the shaman that summoned her; she killed her summoner long ago, when he ceased to be of use to her. An atypical individual, she has a Force of 10 and an extremely high Willpower Rating, and also possesses several unusual powers listed below.

Attributes

Body: 15
Quickness: 16 x 5
Strength: 16
Charisma: 10
Intelligence: 10
Willpower: 10
Essence: 10 (A)
Reaction: 30

Initiative: 40/50 + 1D6

Threat/Professional Rating: (F)/4

Powers

Animal Control (Ants)
Compulsion
Enhanced Senses (Smell)
Fear
Immunity to Normal Weapons
Paralyzing Touch
Share Minds*
Share Willpower*
Summoning
Venom

Weaknesses

Reduced Senses (Sight)
Vulnerability (Insecticides)

Notes: The Queen receives a +20 initiative bonus in astral space, +10 when physically manifest. When attacking in melee combat, use Force instead of Reaction for Skill dice.

*For a complete description of these powers, see **Gamemaster Information**, p. 49.

PLAYER HANDOUTS

Player Handout 1

UNDERSTANDING THE HIVE MIND

By Jonathan Tung

Most people consider Insect totems the embodiment of evil. To call something evil, however, requires a subjective viewpoint. In such a view, anything diametrically opposed to one's own moral position automatically becomes "evil." From an objective point of view, insect spirits are not evil, merely alien. Unfortunately, (meta)humanity often perceives the insects' needs and desires as being in conflict with its own, and mistakenly defines them as evil.

When a shaman first summons an Insect Queen, he has his own best interests at heart. To control a Hive Queen is to control power, which the shaman very much desires. The summoning precipitates a long, drawn-out battle for dominance between the shaman and the Queen, each fighting for his or her own greatest good. A free spirit by nature, the Queen despises the (meta)human shaman's control over her. Her natural desire is to set up an underground hive and to create a large population of insect spirits; the prosperity and growth of her hive is understandably her chief concern.

For the hive to grow, the Queen must summon new insect spirits. To do so, the Queen needs live, (meta)human hosts. The Queen does not concern herself with the moral implications of transforming a (meta)human life; she merely does what is necessary to survive and ensure her hive's prosperity. Of course, (meta)humanity shows the same lack of concern about the consequences of its actions. When one eats a soy steak, does one truly understand the harm one's actions have caused to the plant from which the soybeans came?

To understand the mentality of the Hive Queen, one must look inside the minds of her subjects. A (meta)human host impregnated with an insect spirit usually fears and fights against the transformation—understandably, for we all fear the unknown. I assure you, however, that the process, although painful, brings great good to its subject.

The benefits of transformation are numerous. Almost all of the problems that haunt (meta)humanity do not exist in the hive consciousness. Everyone in the hive is treated equally, regardless of color, race, religion, or sexual preference. Even more important, no one is ever alone; the Hive Queen extends her loving embrace to all of her subjects. Because (meta)human requirements for money and material goods become insignificant next to the glorious duty of protecting and providing for the Hive Queen, life under the Queen's aegis would swiftly end centuries' worth of (meta)humanity's petty squabbling. Are these blessings not worth paying a price for?

Before you seek to judge us, please take a careful look at yourselves. In the time it took you to read this document, 10,000 children starved to death because your society has chosen not to share. In the hive, all things become equal. When food is lacking, all go hungry. When there is enough, all are sated.

Your democracy, though valuable enough in its way, is a dated system of government. Tried with mixed success for several hundred years, it has served its purpose. The time has come for a new government, a new way of living. If sorrowing (meta)humanity is to have any chance of ending world strife, hunger, or poverty, we must join under the loving embrace of the Hive Queen.

Player Handout 2

PROJECT HOPE ENROLLMENT FORM

Project Hope Enrollment Center
3487 Seneca St.
Seattle, UCAS 98057
LTG# 8206 (75-0999)

Please print your answers clearly in the spaces provided. You are not required to answer all of the questions; however, Project Hope reserves the right to refuse admittance on the basis of an incomplete enrollment form. If the ink is not dark enough, turn the darkness knob on the stylus to the right.

Language Preference

The questions on this form are in English. If you would prefer another language, please select one from the choices below; otherwise, please continue filling out the questionnaire.

Spanish	**Japanese**	**Italian**	**City Speak**
Chinese (Cantonese)	**Chinese (Mandarin)**	**Russian**	**Esperanto**
French	**Portuguese**	**Polish**	**Sperethiel**

Personal Information

Name: _____

Alias or Nickname: _____

Address: _____

LTG# _____

(If you have no LTG#, please list the LTG# of a public system near the area you normally inhabit.)

Date and Time of Birth (HH:MM:SS/Day/Month/Year): _____

Place of Birth: _____

Please list all spouses, next of kin, and children, legitimate or otherwise. _____

_____

Criminal Record

Have you ever been arrested? _____

If yes, were you guilty? _____

How long did you serve? _____

Do you currently have any warrants out for your arrest? _____

Are there any countries to which you are barred entry? _____

Did you serve your probation? If not, why? _____

Cyberware

Do you currently own any cyberware? If yes, please describe your modifications. _____

Where did you have your surgery? _____

Are you satisfied with the results of your surgery? _____

Professional History

Please list your past five employers, including LTGs at which Project Hope can contact them. Include your reasons for leaving (contract expiration, fired, quit, laid off, other). _____

_____

Educational History

Please list your complete educational history. _____

Were you satisfied with the results of your education? If not, why? _____

Project Hope wishes to help as many people as possible. We would appreciate your listing the names and LTGs of other people who might be interested in joining Project Hope.

Thank you for your time.

Player Handout 3

GAMEMASTER'S NOTE: If the runners tell Juárez about the bug hive, give them this to read.

SEATTLE DATAFAX™

A Division of Renraku Computer Systems

Custom Edition

GENERAL

•**Project Hope** ownership and financial revelations lead to further international investigations into **Universal Brotherhood** activities. Numerous arrests of high-ranking officials expected. REF# UB90202-182

•One-hundred twenty-two dead in **Tibetan** train wreck. Witnesses blame "mountain-sized" fire elemental. REF# TIB0929-1892-b

•**MIT&M** researchers announce preliminary findings on research into "self-energetic metamagical foci." Results are said to be inconclusive. REF# MMG-73-17910

FEATURES

•**Northrup** reaches milestone in development of consumer-affordable and usable "air car." Is this the transportation wave of the future? REF# NOR2810-192/2

•Nationwide, **missing-persons cases** are on the rise. A look at the trends, specifics, and solutions. REF# MISS890

•As municipalities push for tighter licensing of **magic,** the population base of the "**mystically advantaged**" continues to rise. How long before the matter comes to a head, and what kinds of solutions are possible? Special commentary by **Arthur Garrett**. REF# MGF-092/821

Late Breaking Excitement!

UNDERGROUND EXPLOSION

A massive explosion shook the Glow City region of the Redmond Barrens at approximately 4:34 a.m. yesterday. Witnesses say they heard and felt the explosion beneath their feet, the roar traveling as far away as Tacoma.

Eva Leuwendyke of the UCAS Geological Service states, "We've known about a large complex of underground caves in the area for quite some time. The explosion seems to have been caused by a large natural build-up of methane gas; some unsuspecting spelunker probably lit a cigarette and blew up the gas pocket."

The UCAS is sending rescue teams into the caverns to search for trapped survivors. Experts do not believe, however, that anyone could have survived the explosion.

See *Explosion*, C3.

RUNNING GUNFIGHT ANGERS POLICE

"These people are criminals, pure and simple," states Lone Star Security Services Lieutenant Dan Akkison. "And I'm tired of society trying to glorify them." What provoked this response was a two-and-a-half hour, running gun battle between multi-service Lone Star elements and a vanload of so-called "shadowrunners." The shootout ranged from the Downtown zone to deep in the Redmond Barrens. Eight innocent bystanders were killed and twenty-seven injured by stray gunfire, magic, and vehicles. The "shadowrunners" ultimately escaped capture.

"They'd like everyone to believe they're Robin Hood, robbing the rich corps and saving the downtrodden poor. Truth is, they're just criminal mercs in it for the cash," Akkison said as he surveyed the scene where two troopers in his command met untimely deaths — (*cont B2*)

Player Handout 4

GAMEMASTER'S NOTE: If the runners do not tell Juárez about the bug hive, give them this to read.

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Late Breaking Excitement!

BARRENS DISAPPEARANCES UP

To date this year, approximately 110 people have disappeared in or around the Redmond Barrens region of Seattle. Government officials downplayed this seemingly large total, claiming that it represents a normal 30 percent increase over past years.

When asked about the disappearances at a press conference yesterday, Governor Schultz said, "I can think of several reasons for this: go-gangs, cyberleggers, paranormal predators. . .in fact, the crime rate alone might account for it. Since so many of the missing seem to be homeless people, we are looking into the possibility of a copycat serial killer similar to the Mayan Cutter. There is, however, no cause for alarm."

Though Lone Star officials have increased security in Redmond as a whole, they have declined to step up the level of law enforcement in the Glow City area.

See *Disappearances*, D4.

RUNNING GUNFIGHT ANGERS POLICE

"These people are criminals, pure and simple," states Lone Star Security Services Lieutenant Dan Akkison. "And I'm tired of society trying to glorify them." What provoked this response was a two-and-a-half hour running gun battle between multi-service Lone Star elements and a vanload of so-called "shadowrunners." The shootout ranged from the Downtown zone to deep in the Redmond Barrens. Eight innocent bystanders were killed and twenty-seven injured by stray gunfire, magic, and vehicles. The "shadowrunners" ultimately escaped capture.

"They'd like everyone to believe they're Robin Hood, robbing the rich corps and saving the downtrodden poor. Truth is, they're just criminal mercs in it for the cash," Akkison said as he surveyed the scene where two troopers in his command met untimely deaths — (*cont B2*)